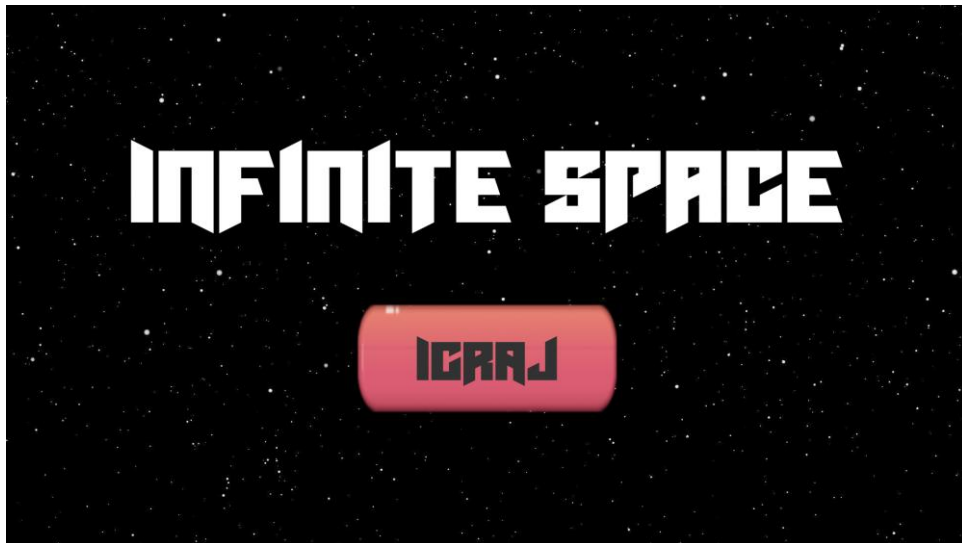


Game Design Infinite Space



Game Analysis

A fun and simple game to end your boredom by flying through space.

Mission Statement

Collect coins while dodging certain objects to survive through the infinite space.

Genre

Infinite runner.

Platforms

Windows, Mac and Linux.

Target Audience

Game is intended for all age groups. Especially for people looking for way to skip some time while traveling long distances.

Gameplay

Overview of Gameplay

Game is infinite runner set in space in which the player controls a spaceship.

Player Experience

Player experience can vary from each time player jumps into the game because of the games randomized object spawners. You can never know whats next!

Gameplay Guidelines

Spaceship movement

Spaceship movement can be defined in 2 ways. Automatic and player controlled. Automatic movement is moving the spaceship to the right whole time & it is sped up every couple of hundred meters that spaceship passes on the x axis making the play difficulty harder as player progresses. Player controlled movement is the movement along the y-axis. Spaceship is being pulled down by gravity and player needs to boost it up by holding the left mouse button to boost the spaceship upward to dodge the obstacles.

Obstacles

There are 2 types of obstacles player must dodge:

- Dynamic/static metal rods in the air
- Boxes on the ground

Collectibles

There are 2 types of collectibles player can collect:

- Extra life, represented by 8-pointed stars
- Coins, used to keep score

Gameplay Objectives and Rewards

Rewards

By gathering coins

Penalties

Crashing to obstacles

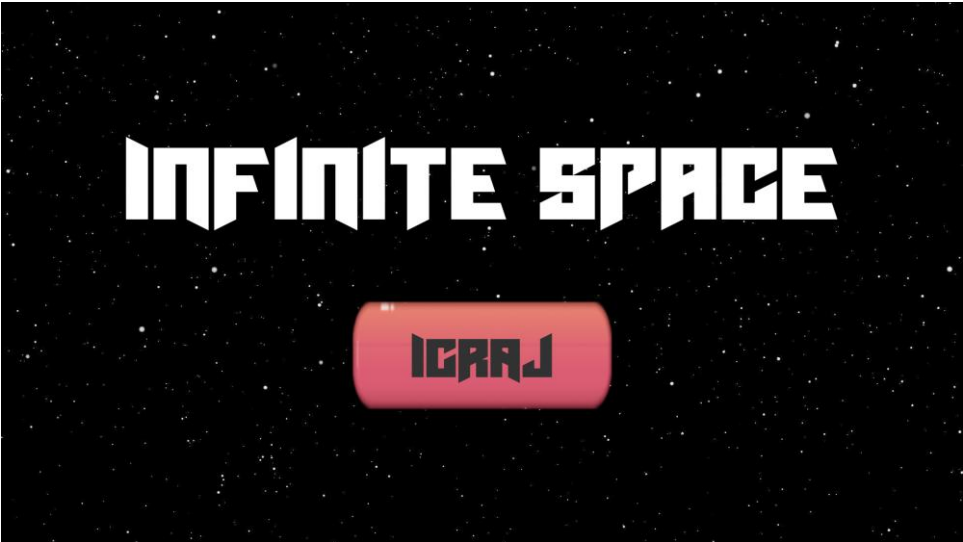
Difficulty

Progressive, losing lives is decreasing the difficulty.

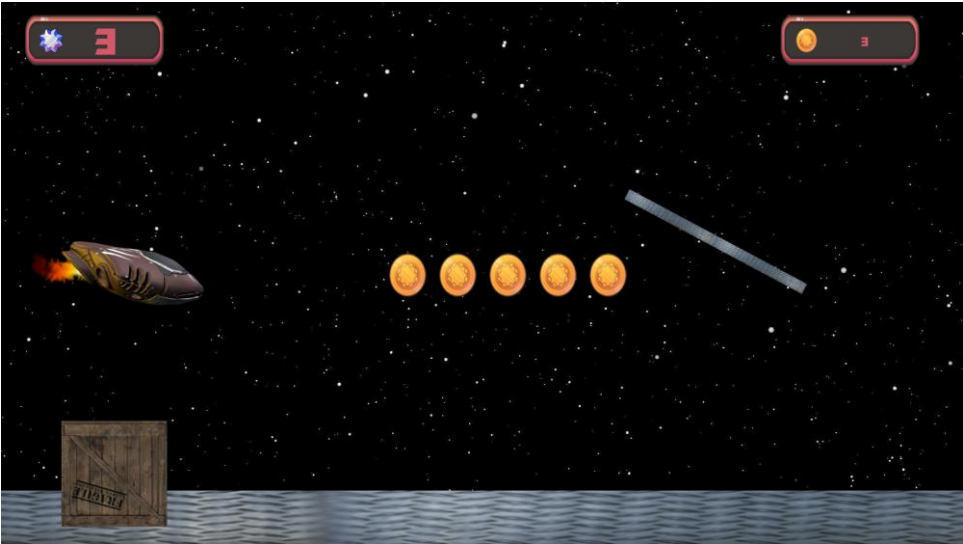
Level design

Game is completely randomized = objects have random spawn points in 2D space. Making the experience different each time game is restarted.

Main menu



Randomized level scene



Game over menu



