**Game design document**

***Characters:***

Alien, The Main character

***Style:***

Realistic, Colorfull, Mutli-Shaped

***Music Style:***

Wave-music, Horror sounds, Killing sound, Happy sound, Death sound, Radio music

***Core:***

Shooting Aliens in waves, Movement, Interaction,

***Game Narrative Synopsis:***

Interact object to fix the ship, in the meantime your fighting aliens that are trying to kill you and steel yo ship. If you fix you ship then you can get safely home.