Asteroid Feature Design Document

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**NOTE: Replace <> sections with your info.**

**REMOVE ALL RED INSTRUCTION TEXT BEFORE SUBMISSION**

# Executive Summary/Elevator Pitch

The player will be playing as a ship in the game, the main goal of the game is to destroy all the lives of asteroids. You can rotate the angles by using keys A W D and Space bar for firing a bullet.  
  
How it will improve the gameplay:   
1. Focused base: to hit the asteroid in a certain angle, the player must be focused enough to rotate and fire.

2. Familiarizing the angle. The ship moves on a torque type-based movement not on an angle. So controlling the ship could be a bit tricky and requires precision and calculation of movement.

# Gameplay

Player should navigate through a space field of asteroids. the primary goal is to destroy all the nearby asteroids before they reach the earth and destroy humanity.

Scores are updated on the scoreboard with each successful hit. After destroying all the nearby asteroid, you’ve managed to save the earth.

# Mechanics

Describe how the feature works in gDevelop. You should try and think about global and object variables, behaviours, and other functional aspects of your feature.

Asteroids life: the bigger the asteroid the harder it is to kill

Player speed: adjusting the player’s speed

Players control: try not to bump into asteroids to preserve the ship’s health  
Every time the bullet collides with asteroid, the bullet will be deleted immediately.

# Assets

List the assets (sprites/sounds/dialogue files, etc) that you will need to implement this feature. If you create the asset yourself rather than downloading it then put ‘created’ as the source.

|  |  |  |
| --- | --- | --- |
| Asset Name | Short Description | Source |
| Upgraded bullet sprite | An animated sprite powered-up bullet with energy around it |  |
| Player | An animated oranged colour ship with can move in a certain angle and release a powerful sprite bullet | A screenshot of a computer  Description automatically generated |
| Big asteroid | The biggest asteroid that gives you the highest score everytime you hit it. | …A screenshot of a computer  Description automatically generated |