

Bit 'vader GDD

Sleepy Boys

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Overview

Bit 'Vader is *Sleepy Boy's* take on what we think Space invaders should look like.

Bit 'Vader is a simple 2D based Shooter. The turret can move horizontally across the bottom of the screen to attack the invading forces at the top of the screen. As the game progresses, the level of difficulty will also increase, as the invaders increase in both attack frequency and speed.

Objective:

- Defeat all the enemies before they land, whilst trying to stay alive
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Influences

- Taito's 1978 *Space Invaders*

Mechanics:

- Moving to the left or right (using the arrow keys or 'a' and 'd') to avoid incoming missiles
- Shooting, using the space bar to destroy missiles and enemy's ships.

Content Details

- One game mode with three difficulty settings (easy, medium, and difficult) built using the Maestro engine on the PC platform.

Control Mapping

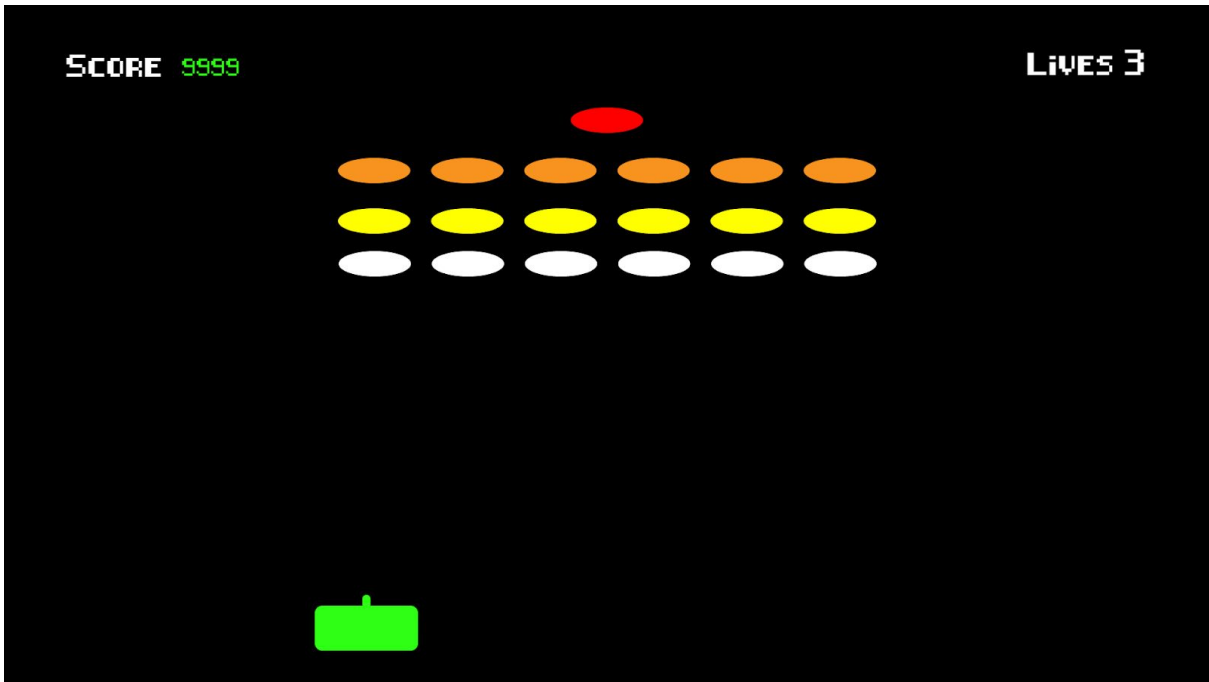
Player Controller	
Action	Effect
A / Left Arrow	Player movement horizontal to the left
D / Right Arrow	Player movement horizontal to the right
Space	Fire button / Menu select
Up arrow / W	Menu select Vertical up
Down arrow / S	Menu select Vertical down

Diagrams

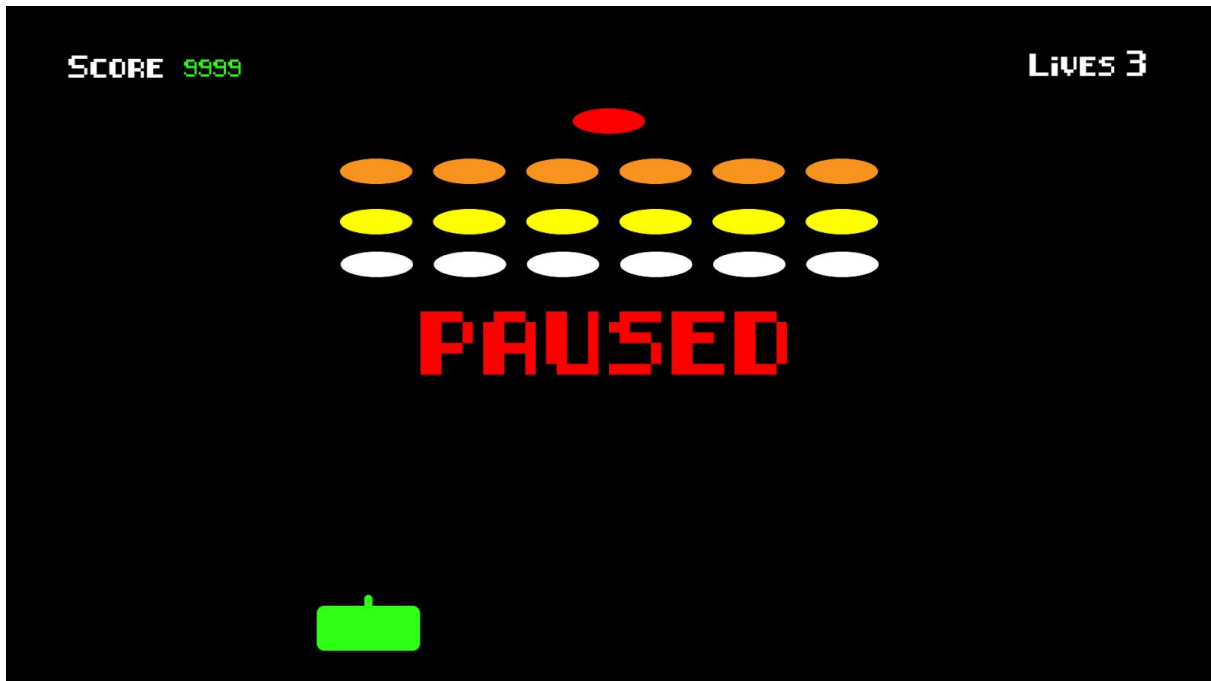
Main Menu



Main Game



Paused



GameOver



Screenflow

