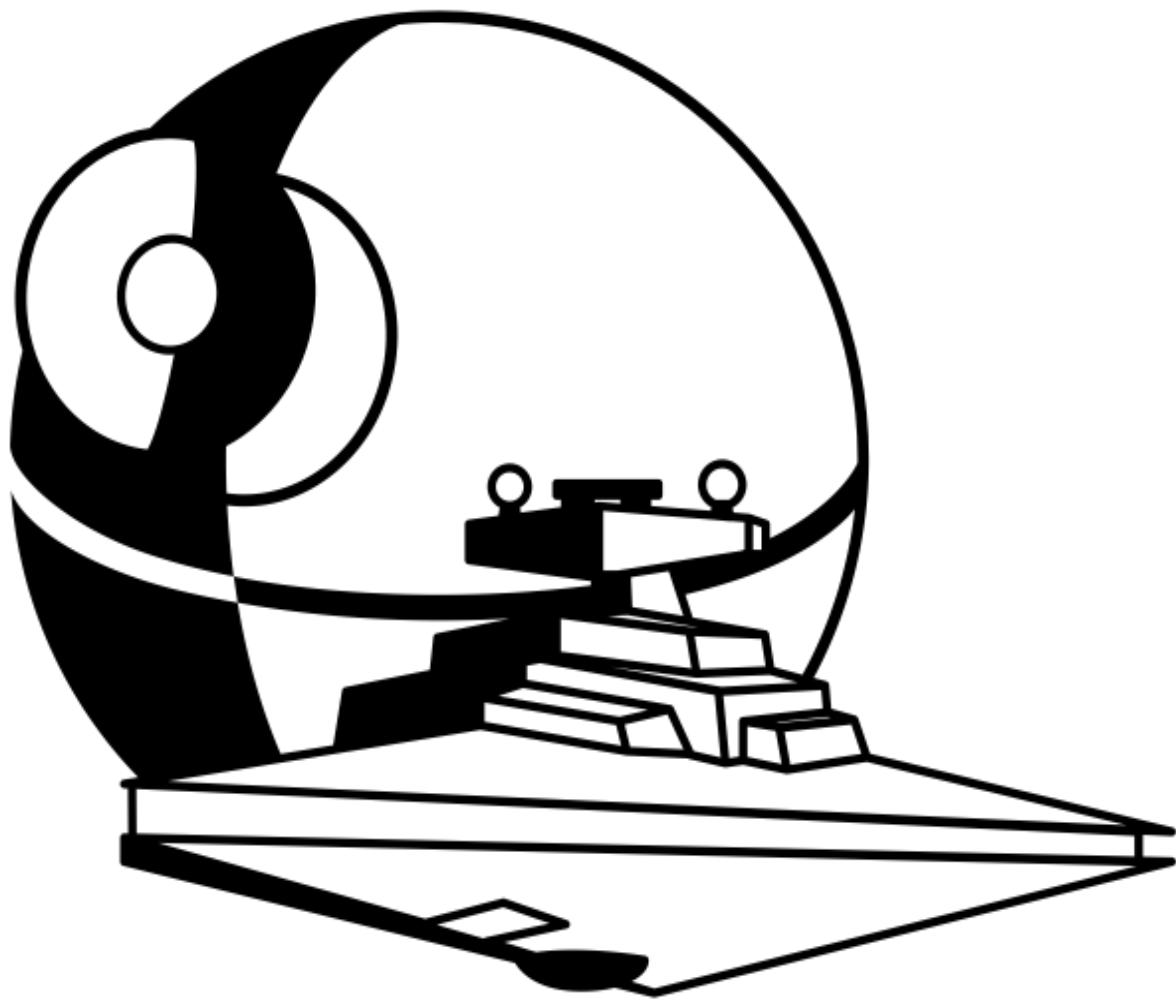


VOID STAR



'Help us Steven Price you're our only hope'

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VoidStar Development Team Members

PRODUCERS

CLAYTON MATULICH
ELIE PUFFELIS
ERNESTO PARRA
YAO WANG

PROJECT MANAGER

ERNESTO PARRA

PRODUCTION COORDINATOR

ERNSTO PARRA

GAME DESIGNERS

CLAYTON MATULICH
ELIE PUFFELIS
ERNESTO PARRA
YAO WANG

SYSTEMS COORDINATOR

YAO WANG

PROGRAMMERS

CLAYTON MATULICH
ELIE PUFFELIS
YAO WANG

TECHNICAL ARTISTS

ELIE PUFFELIS

AUDIO ENGINEERS

ELIE PUFFELIS

QUALITY ASSURANCE TESTERS

CLAYTON MATULICH
ELIE PUFFELIS
ERNESTO PARRA
YAO WANG

Game Overview

Title: VoidStar

Platform: Mac OSX 10.14.4

Genre: First Person Shooter

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 – 30)

Publisher: Grinch Gang Games

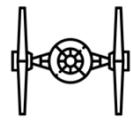
Description: VoidStar is a first-person shooter game based on the distant planet of Yavin 4. The player is a fighter pilot who must rush to defend their base from an impending attack coming from up above. The player will have to make their way through a dangerous rain of laser blasts towards their base where their fighter is located. Once they arrive, they board their ship and make their way to space to defeat enemy fighters and save the day and win the war.

Unique Selling Points

VoidStar is a game that helps everyone live what can arguably be the most popular fantasy among all lovers of sci-fi or just cool things in general, being able to board a star fighter and go into space to shoot some bad guys.

Game Objective

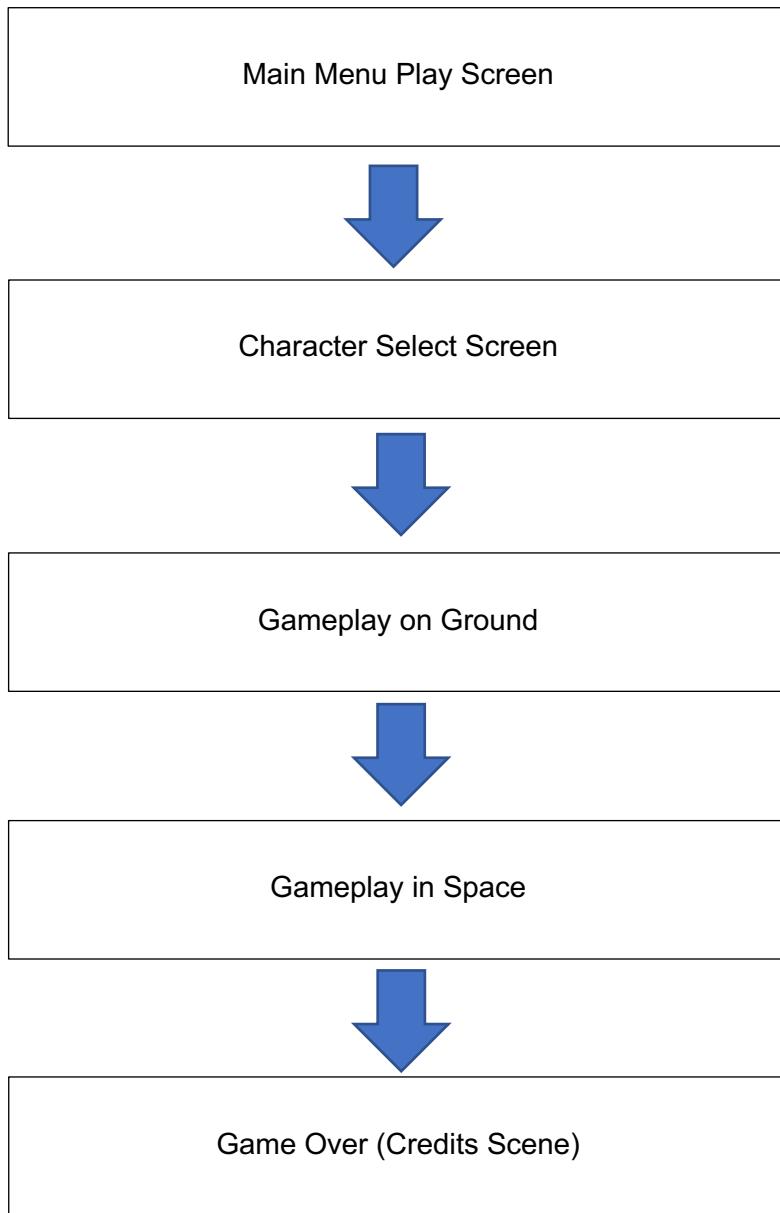
Run through your base to board one of the three different ships located in the loading dock of your base. Analyze the statistics portrayed of each ship to make a wise choice that best suits your play style and head up to defend your base and shoot down enemy fighters.



Game Rules

As you make the journey to your base through the rain of fire coming down on your base planet you must make it as fast as you can. Once you arrive to your ship you will be sent to space to begin the fight where you only have so many seconds to take out as many enemy fighters as you can to win the war and save the Day.

Game Structure



Gameplay Controls

Ground Controls

W – Forward

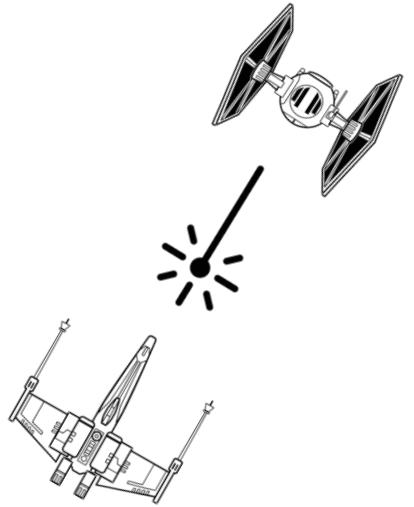
A – Left

S – Back

D – Right

Space Bar – Jump

Mouse/Trackpad – Point of View of the player



Space Controls

Mouse/Trackpad – Point of View of the player

Mouse/Trackpad Click – Fire

Heads Up Display (HUD)

Depending on what shit the player selects they will be shown a unique HUD to match that specific ship. The heads-up display focuses on the score on the bottom left hand side and on the remaining time that the player has on the bottom right hand side. In the pictures below captured directly from the game we can see the Tie Fighter HUD on the left and the X-Wing HUD on the right



Players

Player Character



The player is in a first-person environment playing as a star pilot making their way through rugged terrain to their base to board their star fighter.

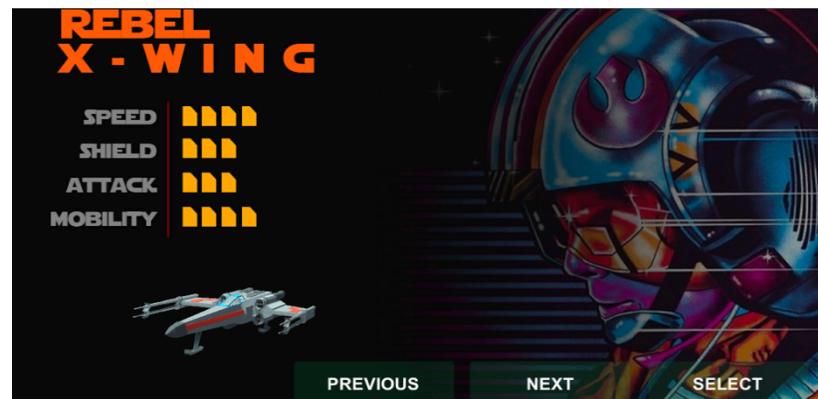
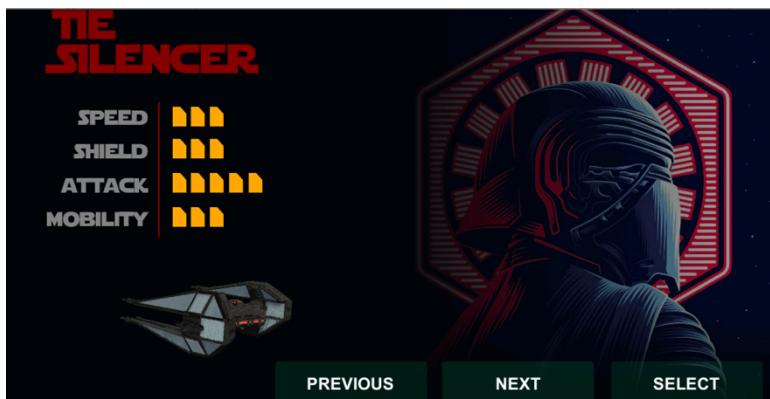
Player States

Idle: The player will simply remain still and have the ability to look around

Move (Ground): The movement during the ground gameplay is basic W A S D movement with the ability to look around using their trackpad or mouse with the handy ability to jump

Move (Space): The movement of the player in space takes the form of a stationary turret, they are able to move around and fire but not actually move the ship. The player is seating in their fighter with the HUD displaying both the time remaining and the total amount of points that they have

Art



Setting

The game takes place on the planet of Yavin 4 where the enemy has come out of hyperspace to attack the friendly planetary base housing your star fighter. The player has to run through a hail of laser fire and the enemy ATST walkers and get to the large temple that is housing a loading dock full of star fighters, and more importantly your star fighter.





Level Design

The level design consists of what can be considered as two different levels, the primary ground level and the secondary space level. The primary level is a large piece of terrain with object in the middle of the map and the secondary level the player is placed in the cockpit of their ship and the shooting mechanic is almost that of a stationary turret where the player can look around for enemy targets and fire.

Minimum Viable Product

- 3 different characters and ships to choose from
- Built for Mac OS platform
- Two levels (ground and space)
- Single timed game mode
- Basic rendering optimization

Wishlist

- Cross Platform builds – iOS
- Several levels in space
- Different planets
- Ground Enemies