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| [Type the company name] |
| **AIRFIRE** |
| **Space War** |
| Version #XX  All work Copyright © 2012 by XX Games.  All rights reserved. |
| **[Type Author’s Name Here]** |
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**Insert a Company Logo here**

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| May 16th 2012 |

**Table of Contents**

[Your Table of Contents should go here. Make sure that your document’s sections are hyperlinked to their corresponding pages.]

**Version History**

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

1. **Game Overview**

Are you prepared to face the best adventure of your life? You need to protect planet earth from asteroids and other enemies. Embark on the AirFire007 ship and do not let land be destroyed.

1. **Game Play Mechanics**

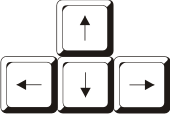
The mechanics is simple; the player need to eliminated the asteroids and kill the wave of enemy ships. The player need to define what is the best position to stay to defeat the enemy ships and escape the asteroids. The player can destroy the ships with fire and the asteroids they can escape or destroy.

1. **Camera**

The game user a 2D, the camera does not change position.

1. **Controls**

The game uses a simple up, down, left and right keyboard buttons and space bar to fire.

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1. **Saving and Loading**

*(Does your game include saving and loading? When? How?)*

1. **Interface Sketch**

*(What does the game interface look like? Provide a screen shot or sketch)*

1. **Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

1. **Game World**

The game happens in 2100 and the humanity remains living in earth. However, we discovered that life in universe life beyond us. Some aliens are peaceful, but other are extremely dangerous. Second, the earth lost ozone layer and we humanity face some problems with asteroids.

1. **Levels**

The game has 3 levels.

1. **Game Progression**
2. Easy: only asteroids.
3. Normal: asteroids and enemy’s ships.
4. Hard: Boss enemies ship.
5. **Characters**

*(Describe Your game avatar if applicable)*

1. **Non-player Characters**

(Describe Any Computer controlled Allies and how they work)

1. **Enemies**

*(Describe computer-generated enemies and boss monsters)*

1. **Weapons**

*(Describe any weapons available to the user)*

1. **Items**

*(Describe any in-game items that can help or hinder the user)*

1. **Abilities**
2. **Vehicles**
3. **Script**
4. **Scoring**
5. **Puzzles/Mini-games**
6. **Bonuses**
7. **Cheat Codes**
8. **Sound Index**

*(Include an index of all your sound clips)*

1. **Story Index**

*(Outline your game story here)*

1. **Art / Multimedia Index**

*(Include an index of all your graphic and video assets here)*

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

*(Include any future features that are planned to be implemented)*