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| SAVCHENKO INC |
| Space Escapades |
| **Game Concept and Proposal** |
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| May 16th 2012 |

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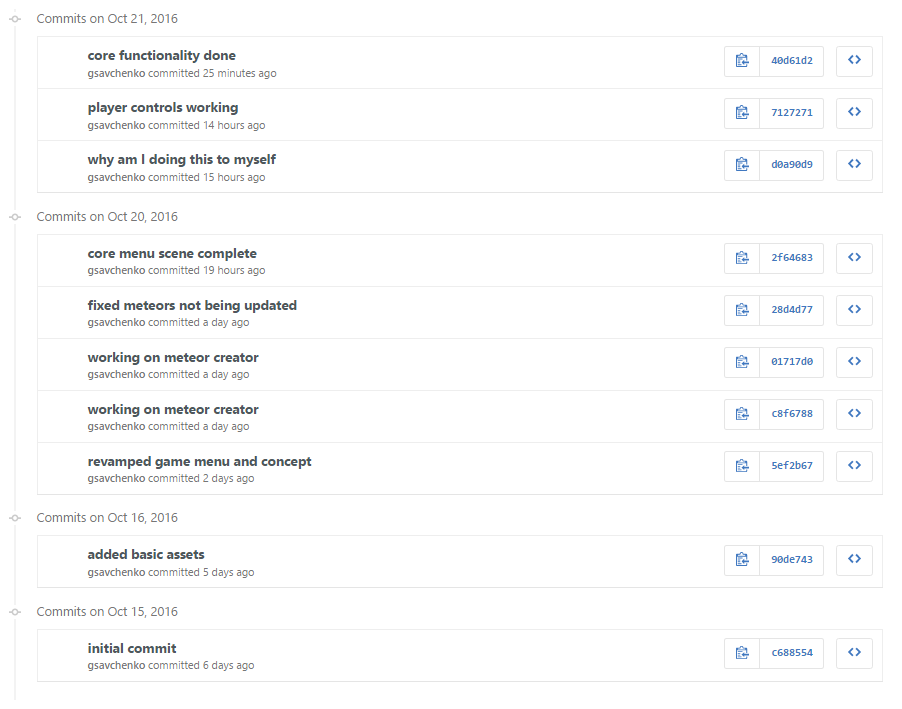
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Version History



1. Game Overview

*You play as an astronaut trying to avoid falling meteors. Your score is measured by the length of time without getting hint by a meteor. The goal is to get the highscore.*

1. Game **Play** Mechanics

*Player as an astronaut stuck on the moon dodging falling asteroids. The longer you dogde them the higher your score goes. If you get hit you lose.*

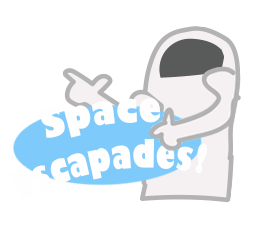
1. Camera

*2D Game Environment*

1. Controls

*Standard keyboard and mouse controls.*

1. Interface Sketch

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1. Menu and Screen Descriptions

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1. Game World

*The game world is a 2D environment set on the moon.*

1. Game World Game Progression

*As the game goes on an increasing number of meteors of increasing falling speed should overwhelm the player.*

1. Characters

*Spacesuit astronaut dude.*

1. Enemies

*Meteors falling to kill you.*

1. Abilities

*Jump and float down due to gravity.*

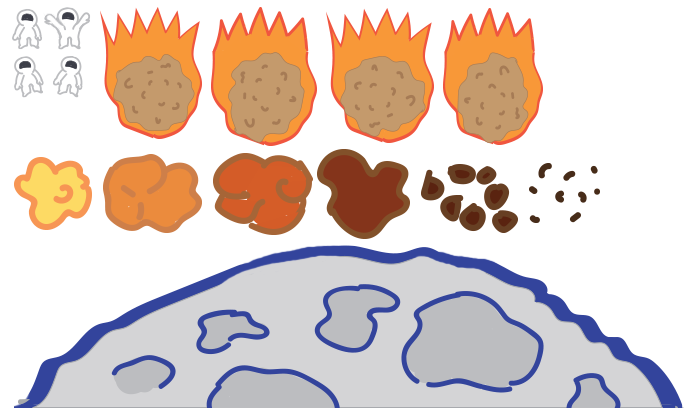
1. Scoring

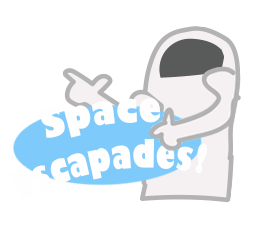
*The longer you stay alive the higher your score gets. Timer based.*

1. Story Index

* *You are Dan*
* *You are stuck on the moon*
* *There’s a sudden meteor shower on said moon*

1. Art / Multimedia Index

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1. Design Notes

*Cartoonish-something*

1. Future Features

*Difficulty scaling*

*Better software architecture*