**Ralph In Space – GDD**

**Trailer** - <https://www.youtube.com/watch?v=f4HBViKR74A>

**WebGL HTML5** - <https://www.newgrounds.com/portal/view/807553>

**Intro**

Back in the 60s, during the Space War between the superpower nations.

An astronaut explored the atmosphere and break away from spaceship.

This was Ralph.

Over the years, Ralph did not age at all because of the time dilation.

These days, billionaires from earth are trying to conquer the space.

Ralph lives there and it interferes with their mission.

Various of flying robotic monsters are sent to eliminate him.

Are you able to help Ralph survive?

**Gameplay**

Ralph is in space and flying robotic monsters are trying to kill him with different tactics, Ralph can move with the arrows to escape from monsters and aim and attack them with left click on mouse.

Ralph has 5 lives and can get drops from monsters to heal himself.

Ralph shoot with red lightsaber but can collect drop of blue lightsaber which more stringer and mor faster than the red lightsaber.

There are 2 level with different monsters and then the notorious boss arrives and try to hit Ralph with earth bullets.

**Characters:**

**Ralph**

A picture containing clipart

Description automatically generated

Health: 5

**Enemies:**

**Green Minion Copter**

A picture containing text, clipart, vector graphics

Description automatically generated

Health: 1

Damage: 1

Speed: 8

Time between attacks: 4

**Orange Copter**

Icon

Description automatically generated

Health: 3

Damage: 1

Speed: 20

Time between attacks: 3s

Skill: Close attack

**Blue Ranged Copter**

A picture containing icon

Description automatically generated

Health: 10

Damage: 1

Speed: 10

Time between attacks: 4s

Skill: Attack from range

**Heli Summoner**

Graphical user interface

Description automatically generated

Health: 4

Damage: 0

Speed: 5

Time between summons: 4s

Skill: summon Green Minion Copter

**Boss Copter**

A picture containing logo

Description automatically generated

Health: 20

Damage: 1

Speed: 5

Time between attacks: 2s

Skill: Attack from range

**Camera**

Ralph in Space is a 2D game which is played from one side to another. The hero is in the middle of the camera and it follows when he moves.

**Controllers**

Shoot with mouse, move with arrow keys or WASD.



**Weapons**

Red lightsaber is default with damage 1.

Blue lightsaber only from drops with damage 2.

**A picture containing icon

Description automatically generated** Icon

Description automatically generated

**Pickups**

Ralph can gain drops when the enemy is dead, step on object to pick it up.

**A picture containing icon

Description automatically generated** Icon

Description automatically generated

**Scenes**

**Main Menu**

Press “Play” to start the game or “About ” to go to about screen

Graphical user interface

Description automatically generated

**About**

Press “Go Back” to go to Main Menu screen

Graphical user interface, text

Description automatically generated

**Level 1**

Enemies: **Green Minion Copter and Orange Copter**

A screenshot of a computer

Description automatically generated with medium confidence

**Level 2**

Enemies: **Blue Ranged Copter, Heli Summoner and Green Minion Copter**

A screenshot of a video game

Description automatically generated with low confidence

**Boss**

Enemies: **Boss Copter**

A picture containing light, dark

Description automatically generated

**Lose**

Press “Play Again” to start the game or “Back to Menu” to go to main menu screen

Graphical user interface, text

Description automatically generated

**Win**

Press “Play Again” to start the game or “Back to Menu” to go to main menu screen

Text

Description automatically generated

**Known Bugs:**

* Ralph can not collect drops behind stoppers.
* Resolution is broken sometimes in small screen.
* Text on Boss Copter.
* Location of blue lightsaber sometimes is behind Ralph.
* Location of weapon is inaccurate and shoot not from hand.
* Can collect pickups even you don’t need them.
* No exit button.