Asteroids

Game Document

Version #01

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I. Game Overview

The goal of the game is to destroy asteroids and saucers to accumulate points. Players control a spaceship that can navigate the given area and can only thrust forward and turn clockwise or counterclockwise . Asteroids float in space aimlessly and saucers move trying to shoot at the player. There are two types of saucers, one large and one small. The game ends once the player loses all their lives.

II. Game Play Mechanics

The ship will continue moving in the direction it thrusts and eventually stop if the player does not thrust. The displayed area is also the whole playing field. If objects go off the top of the screen it reappears in the bottom, moving in the same direction and vice versa. The left and right edges of the screen also contain the same properties. When asteroids are shot they split into smaller asteroids that move faster. The player can also go into hyperspace and cause the ship to appear at a random spot on the screen, even on top of asteroids.
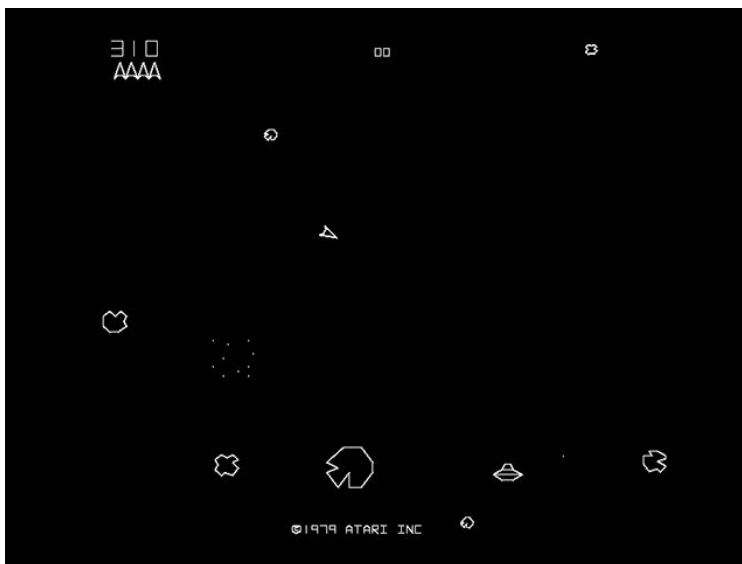
III. Camera

2D top down

IV. Controls

There are 5 buttons.

- *Button to rotate left*
- *Button to rotate right*
- *Button to shoot*
- *Button to thrust*
- *Button to hyperspace*

V.   Saving and Loading

Game has no save or load points. The player can enter their initials to be saved if their score is amongst the top.

VI.   Interface Sketch

Plays demo and displays a message that instructs player how to start game. Top right displays the current score the player has accumulated and the amount of lives remaining. Near the top is also a counter showing what level the player is currently on.

VII.   Game World

Takes place in space as the player controls a spaceship shooting asteroids and UFOs.

VIII. Levels

Each level is visually the same and attributes of all objects in the game remain the same until the player reaches a score of 40, 000. Once the player reaches 40, 000, only the smaller saucer appears. The small saucer also becomes more accurate as the player continues to accumulate more points.

IX. Game Progression

To progress to the next level, the player must clear all asteroids on the screen. When a new level begins, new asteroids are generated and the player remains at the same location.

X. Enemies

Large and small saucers

The larger one shoots randomly and the small saucer shoots more and becomes more accurate as player score gets higher.
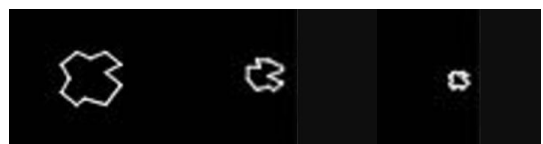
XI. Weapons

The player's spaceship can shoot projectiles that have a limited range. The projectile fades after a certain distance without hitting anything.

XII. Scoring

Each object the player destroys gives points.

- Large asteroids - 20
- Medium asteroids - 50

- Large asteroids - 100
- Large saucer - 200
- Smaller saucer - 1000

XIII.   Future Features

- *Different weapon types other than a single projectile*
- *More enemies with different movements*
- *Incorporating a story*
- *More maps*