**GAMETITLE**

A space ship shooter game created using Unity, by

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In GAMETITLE, you will play as the pilot of a drone ship, tasked with defending your home world from an attacking force of Scavenging Robotic enemies, intent on murdering your people and stripping your planet of all resources.

**GAMEPLAY AND CONTROLS**

Your ship has three hull points, Indicated by the 3 red crosses in the top right corner. These will deplete if you are hit by enemy fire, or on collision with objects. If you lose all 3 hull points, you will lose a life, and be forced to restart the current level. If you lose all three of your lives, you must restart the game from the beginning.

LABELED PIC OF UI ELEMENTS

You control the position of your drone with the WASD keys, and fire your currently selected weapon with left click.

**THE PLAYER**

Your drone ship is a marvel of technology, sporting not only a powerful rapid-fire laser cannon, but also a disintegrator beam, and missile launchers. Unfortunately, due to the drone’s small size, both missiles and charges for the disintegrator will need to be restocked on the field, and will be rendered unusable if your craft sustains damage.

COOL PICTURE OF PLAYER SHIP DOING COOL THINGS

**ENEMIES**

The ENEMYRACE will deploy a variety of robotic attackers against you. Do not be fooled by their worn or damaged appearance: these forces have successfully destroyed the defenses of countless other worlds, upgrading and replicating themselves with the spoils of each conquest. Some of the enemies you can expect to face will include:

**Mantis**: stationary turrets which can be mounted with various weapon systems as needed

**Termites**: automated magnet-mines which will sacrifice themselves to defend more powerful craft

**Locusts**: small craft armed with heavy machine guns, designed to be disposable forces deployed in groups

**Hornets**: large craft built around a powerful particle accelerator cannon which can tear most targets apart in a single hit if it locks on

**Scorpions**: Massive, heavily armored ships deployed sparingly where other forces have failed to pacify resistance. Attacking the armored cores of these beasts is virtually pointless.

COOL PIC OF ENEMIES LOOKING THREATENING AND STUFF

**GAME SUMMARY**

Your eventual goal will be to destroy the enemy capital ship hosting the attackers, but several other objectives will need to be met before you can successfully launch a counter-attack.

In the initial level of the game, you will need to clear the immediate area around the drone control facility of enemies, before heading into orbit. The player will be offered a choice between several branching paths, which will change the course of the level as they play.

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The second level consists of the player navigating the drone ship through as asteroid field as they approach the enemy capital ship, fending off increasingly fierce waves of attackers. Like in the first level, the player will be able to make several choices between different paths to take while navigating the asteroid field, resulting in differing gameplay depending on the course chosen.

PIC

In the final level, the game concludes in a climactic, multi-stage battle against the capital ship. First, the player must complete a trench run style gameplay segment, destroying support girders which are holding one of the capital ships massive armor plates in place. Once all girders have been broken, the damaged plate will break away, revealing an exposed generator core which the player can detonate with focused attacks, setting off a chain reaction which destroyed the capital ship and saves the homeworld.

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