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Asteroid Defense

Asteroid Defense is a simple Shoot Em' Up style game with concepts inspired by Space Invaders and Asteroids.

Target audience: Kids and Teenagers (11-17)

Selling Point: Asteroid Defense, being a game inspired by classic video games, will include modernized graphics and visuals.

Player Experience: The player controls a tank that fires its weapon at falling asteroids.

Visual and Audio Style: This game will include lower poly assets alongside modern post-processing. The audio within the game *will* consist of a heavy sci-fi palate.

World: Asteroids takes place in our universe on the moon.

Platform: Mobile Unity is the goal. Potentially release a more expansive version for PC. Currently the only prototype build is exclusive to PC.

Objectives and Interactivity: Destroy as many asteroids as possible without letting them hit the moon's surface. Defeat waves of asteroids to earn extra points, on top of each asteroid rewarding points. Asteroids hitting the moon will decrease health. Progression will lead to increased difficulty.