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| http://josetinoco.com |
| Space Assignment Fighter |
| **Game documentation** |
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| **Joseph Tinoco** |
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| Oct 2nd 2016 |

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**Version History**

V0.1.0 – Initial document skeleton. Sep 17, 2016

V1.0.0 – Final version after development. Oct 02, 2016

# Game description

This is a classic 2D shooter with a twist: besides destroying enemies, the player must escort another larger ship which is defenseless. The only way to prevent damage to the escort ship is to either destroy nearby enemies or reposition it in space by using special powerups that signal which direction the escort ship should move.

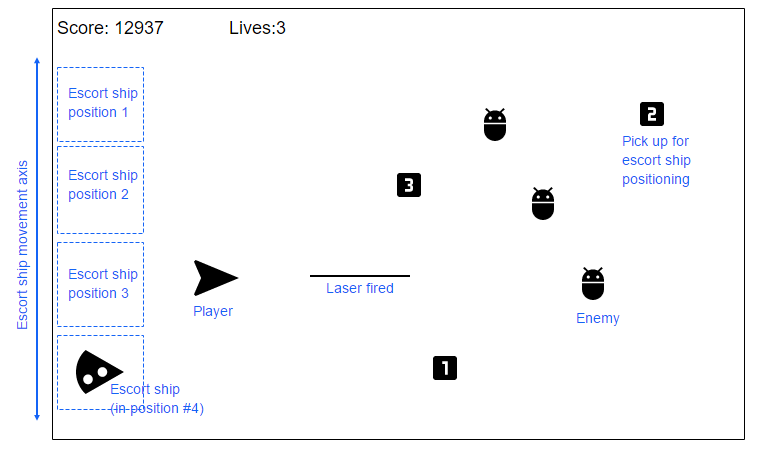
If the player is hit, it does not lose a life – instead, it is “disabled” for a couple of seconds. If the escort ship is hit by an enemy, then the player loses a life. After losing all lives, both ships explode and leave the escort ship inhabitants floating in space.

# Controls

* The player ship can be moved around the screen with the WASD keys.
* The CTRL key shoots a laser.
* The pick ups with arrows send the escort ship one position down or up.

# Interface Sketch

The wireframe below describes the game.



The player ship moves in the same axis of the escort ship, but slightly ahead of it. The escort ship stays in one of the four designated positions. When the player picks up one of the positioning pick ups, the escort ship moves to the corresponding position.

# Screen Descriptions

The game presents an initial screen with the game scene right away. When all lives are spent, enemies keep flying while a “game over” message is shown.

# Characters / Vehicles

The images below show both the player ship (left) and the escort ship (right).



# Enemies

The image below shows an enemy ship. They do not fire but explode on contact.



# Scoring

The player gets 100 points for each destroyed enemy. Powerups do not add to the score, but the “extra life” powerup (shown below) adds one more life to the player.



# Sound Index

All sounds were borrowed from the classic “DOOM” game.

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| --- | --- |
| Asset name | Description |
| Dsgetpow.wav | Powerup pickup sound |
| Dsdiehi.wav | Screaming sound for when the player loses a life. |
| Dsplasma.wav | Laser-firing sound |
| Dspstart | Escort ship movement sound |
| Dsrlaunch | Explosion sound |

# Art / Multimedia Index

The graphic elements used to build the game are shown below. They were downloaded from a Sinistar clone available at <http://www.lostgarden.com/search/label/free%20game%20graphics>

