

Gnomeland Security Presents:

Starkas

You TOO can annihilate aliens for your country

©2010 Gnomeland Security. All Rights Reserved.

Contents

Overview.....	4
Premise.....	4
Tone.....	4
Target Audience.....	4
Features.....	5
Starkas.....	5
Enemy Ships.....	5
Collision.....	5
Levels.....	5
Scoring & Upgrading.....	6
Game Mode.....	6
Game Environment.....	6
Space.....	6
User Interface.....	6
Screens & Transitions.....	6
Main Menu.....	7
Load Menu.....	7
The Game Screen.....	7
Defeat & Victory Screen.....	7
Controls.....	7
Audio.....	8
Sound Effects.....	8
Music.....	8
Visuals/Graphics.....	8
Style.....	8
Backgrounds.....	8
Sprites.....	9
Characters and Lore.....	9
Ark.....	9

Starkas.....	9
The Government of Earth.....	9
Alien Menace.....	10

Overview

Premise

It started off a routine day at work for the secret agent known simply as Ark. Drives to the secret underground headquarters, hangs the ol' hat, and sips some coffee that had been sitting out for too long. Shortly after, Ark was thrust into the position of the pilot of the great spaceship Starkas, an alien ship the government stole and modified. Though highly undeveloped, Ark was sent out with this mission: to defend Earth against alien warships while the government works feverishly to bring the planet's defense system online.

Tone

The overall tone this game sets is one of importance; the player goes from level to level, receiving orders and missions from the Wholly Unified Government of Earth (H.U.G.E.), getting the feeling that their role in the story is of utmost importance.

Target Audience

The game will target older gamers who remember classic arcade titles such as Galaga and Asteroids. Starkas will offer a similar experience, but with a twist.

Twist – “What is this twist you say?”. None other than the ability to spend your bragging rights to stay alive! So you have a high score but you can't stay alive, guess that means you aren't that good and will need to spend that score for health and weapon upgrades. Quite a backwards way to sell you out isn't it? If you can't stay alive in this game, it IS your entire fault!

Features

Starkas

The ship the player controls throughout the game. It follows a simple, discrete design and is painted a blood red with yellow highlights. Pressing the A button fires the ship's weapons. The shots fired reflect the current level the gun has been modified to: one shot for level 1, 2 straight shots for level 2, and 3 shots, one going straight in front of the player and the other two following a path at a 45 degree angle from where the player is facing. The player can purchase upgrades with the player's score. The ship will display a little bit of physics, constantly moving unless the player applies a thrust force in the opposite direction of motion. The ship also has equipped 3 other slots for upgrades and additional weapons. Due to the limitations of the CPU and power grid, only one type of weapon can be fired at a time.

Enemy Ships

The player will fight two main types of regular enemies. One is a small, fast red ship and another, blue ship, which is roughly the size of the player's ship and is slower. The red ships shoot small bullets at the player character at regular intervals. The blue ship will attempt to ram into the player character.

Collision

Collision happens between the player character ship Starkas and the enemy red and blue ships. Starkas collides only with other ships' bullets, and the red and blue only collide with Starkas' bullets.

Levels

For each level, the player is tasked with defending an area from waves of enemy ships (the red and blue ships). Waves of them come at the player from random positions and are spawned at random

intervals in small groups of 1 – 3. The end of the level occurs when the player has survived the time limit specified in each level.

Scoring & Upgrading

The player is awarded 200 points for destroying red ships and 100 points for destroying blue ships. Winning a level awards the player 2,000 points. Upgrades can be made to the player's speed and weapons. The first upgrade for both costs 5,000, then doubles for each level. Each upgrade's level maxes at 3.

Game Mode

The game will only have one mode, Survival Campaign, which will involve the player going through each level in the story. This is where the player fights for their survival, while going through the story from level to level.

Game Environment

Space

All action takes place in the outer reaches of space. Backgrounds will include planets in the distance and stars. The planet the player is currently defending will be enlarged on the bottom right of the background. For the first level, the player will be defending Earth, and for the next level, it will be Mars.

User Interface

Screens & Transitions

Each screen will transition immediately to the next screen. The different screens are as follows:

Main Menu

The first screen the player sees is the main menu screen. In this screen are the options to begin a new game or load game.

Load Menu

Hitting load menu will bring up 3 boxes, stacked vertically, with the player's saved data progress, level currently on, and time of save outlined in each box. The player can click on the box they need, and hit one of two buttons that appear on the bottom of the boxes: load or cancel.

The Game Screen

For the general game screen, the action takes place mostly in the upper window of the Nintendo DS. This is where the player moves their ship, and fights off enemies. The lower screen will contain options to upgrade the player ship on the fly; options are constantly available to upgrade speed as well as weapons as the player goes through each level, as well as a display of the shields, armor, and hull health of the player's vessel.

Defeat & Victory Screen

If the player loses all their health, the defeat screen is displayed, listing the amount of points gained up until the moment of death in that specific level. Upon being victorious, the player is rewarded with a congratulations screen, which then moves upon any key press to the next level.

Controls

The game will make use of the Nintendo DS's control pad, A button, shoulder buttons (for quick weapon change), and stylus. As previously mentioned, the A button shoots the player's weapons. The control pad controls movement; pressing up on the control pad accelerates the player in the direction they are facing, left and right rotate counter-clockwise and clockwise respectively, and down reverses the ship's direction. The stylus is used to select upgrades on the bottom screen of the DS.

Audio

Sound Effects

Sound effects are played once a collision is detected. Sounds played will be short and reflect the basic ambience of common space shooter games. Explosions for when ships are destroyed, including the player, will be short, loud, and crisp. Shots fired will be a quieter and shorter sound. When the player's ship is hit, a very short and high pitched sound will play, indicating clearly the player has been hit. When the player thrusts, the thrust sound will play only when the control pad has been pressed down, and decrease in volume until it is not playing anymore to give the idea that the engines have finished heating up.

Music

There are two songs, a different one for each level in the game. Both will be at least a minute long and loop well. The music will encourage a feeling of being rushed, of danger, and reflect the theme of fighting in space.

Visuals/Graphics

Style

The graphics will follow a very simple style, similar to game graphics of past space shooters in the '80's. Overall, it will have a very cartoony feel. The backgrounds will consist of darker colors, and the player character and enemies and shots fired will be more brightly colored.

Backgrounds

All the backgrounds, during gameplay and everywhere else, will have the space theme. As previously mentioned, gameplay screens will consist of space: stars, planets, emphasis on the planet currently

being defended, and distant galaxies. The main menu screen should be a more simple picture of space and stars, with the title of the game, Starkas, and a picture of the ship itself underneath the title. The defeat screen will be darker colored, and the victory screen will be more brightly colored, with a bright star in the center of the screen.

Sprites

Sprites will consist of the player controlled Ship, the Starkas, a small red ship, a bigger blue ship, and a texture for shots fired which is the same used between Starkas (with default weapon) as well as the small red ship.

Characters and Lore

Ark

Ark is the pilot of the space ship Starkas. Ark is a member of an elite force working for the government, and is completely concealed in a uniform and pilot helmet. Ark's gender remains a mystery throughout the game. The player controls Ark, which, in turn, controls the ship, Starkas.

Starkas

Starkas was found on the dark side of the moon in the summer of 1976 during a secretly confidential mission by the Apollo 20 team. It was abandoned and in poor condition. After exploring the moon, the vessel was brought back to Earth, where scientists researched and studied the alien technology, offering insight to engineers who would attempt to repair it. At the beginning of the game, the ship is believed to be in condition to fly, but soon the government is forced to make a gamble and send Ark to fly out and defend the planet.

The Government of Earth

The unified government of Earth, created in 1980 shortly after world peace finally became a reality. As Earth became more and more advanced and contacted more and more alien lifeforms, the need for a group of individuals to represent Earth became necessary, and so the

GoE was formed. They are the ones responsible for sending important information and missions to Starkas, as well as sending Ark off in the first place.

Alien Menace

Not much is known of this race, but the aliens on friendly terms with Earth have warned of these beings. They seem hellbent on conquering as much as they can, to what purpose, none can answer.