**IT6034 – Game Development**

Project Assessment Task 1: Game Overview Document

GitHub: https://github.com/jwri211/IT6034GameProject

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# Asteroid Shooter

Game type selected is Type 2 – A multi-level pick up object game, where each level has a score to reach by gathering specific pickups. Some pick-ups have a positive effect, some negative.

In Asteroid Shooter, each level has a goal score that the player must achieve by shooting asteroids and picking up the stars that they drop. Asteroids also drop powerups, that have both good and bad effects.

**Intended Platform:** PC, mobile.

**Target age of players:** Any

**OFLC Classification:** PG

**Game Story:** You pilot a spaceship through a field of asteroids, blast them apart for loot, and collect the points and powerups they drop.

**Unique selling points:**

* Simple side scrolling space shooter – your ship flies left to right, blasting at oncoming asteroids.
* Speedy gameplay – fly through the oncoming asteroids and blow up as many as you can. If you can’t shoot them, dodge them - crashing will damage your ship.
* Asteroids drop loot! Collect the stars for points and look out for powerups. Green ones will make you more powerful, red ones will jam the guns.