Space Mold

A mobile game where you play as Space Mold, a happy multicellular structure floating through space. Your happiness is interrupted when you realize you are on a collision course with a planet known to the locals as EARTH. The planet seems to be filled with a multitude of organisms all participating in the struggle for survival; in your current state you do not stand a chance. Time to use your mold wits, mold luck, and any other mold attribute you can find to prepare for impact!

## Scene 1: Start Screen

## Scene 2: Cut Scene Explaining Origin Story

The art will be created by an artist and cut scene created by me.

Cut Scene (scene 1):

Picture of Space Mold floating through space with happy, carefree expression on face. The image of the Mold should be separate so that I can create motion.

Caption: “Life use to be simple back when I was a happy multicellular mold structure floating through space. Your typical Space Mold.”

Cut Scene (scene 2):

Picture of Space Mold from behind floating towards Earth. Mold should be separate so that I can create motion.

Caption: “But life can’t be all fun and games. When I realized I was on a collision course with a dangerous planet the locals call Earth, I knew it was time to get tough or die.”

Cut Scene (scene 3):

Picture of Space Mold floating through space surrounded by satellite debris. The mold should be reaching for a part with a determined look on his face. Space Mold and debris should be separate images so that I can create motion.

Caption: “If I can get crafty with the junk floating out here in space, I may just be able to survive the crash landing. Heck, if I get really crafty, I might even be able to thrive here...”

## Scene 3: Prepare for game play

(Switch Back and Forth between Scene 3 and 4 for all x days before impact)

## Scene 4: Main game play

(Switch Back and Forth between Scene 3 and 4 for all x days before impact)

## Scene 5: Cut Scene Showing Impact

## Scene 6: End of Game Stats

(The player should be invested to see how their Space Mold stood up against Earths Defenses)

## Data on Materials and Components in Game

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| Space Debris Materials in Game | | |
| Raw Debris | | |
| Cosmic Dust |  |  |
| Radiation |  |  |
| Strange Goo |  |  |
| Ice |  |  |
| Battery Pack | Satellite Part |  |
| Antenna | Satellite Part |  |
| Lens | Satellite Part |  |
| Solar Panel | Satellite Part |  |
| Satellite dish | Satellite Part |  |
| Iron Plate | Satellite Part |  |
| Compound Debris | | |
| Radiated Dust |  | Cosmic Dust + Radiation |
| Acid |  | Radiation + Strange Goo |
| Frozen Goo |  | Strange Goo + Ice |
| Laser |  | Battery Pack + Lens |
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| Mold Materials in Game | | |
| Space Mold | Standard Space Mold, it is gooey, gummy and smells like space. |  |
| Heat Resistant Mold |  | Frozen Goo + Space Mold |
| Electric Mold |  | Battery Pack + Solar Panel + Space Mold |
| Poison Mold |  | Acid + Space Mold |

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| Components to Create in Game | | |
| Heat Shield | Very handy for entering an atmosphere. |  |
| Defense System |  | Poison Mold |
| Attack System |  | Laser + Electric Mold |