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

A picture containing book, text, sitting

Description automatically generated

A screenshot of a computer

Description automatically generated

These variables need to be added to the Global Controller to be passed through the game from scene to scene.

Float SoundLevel

Float MusicLevel

## 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...”

## 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)

A picture containing food

Description automatically generated

From this screen the player will be able to click a button, let’s say for this example they click Space Dust. And then select a button that is adjacent to it. If the two components do not combine to make anything than the buttons will disappear. If the two components do combine to make something than the new component will appear on the button that was clicked second and the first button will disappear.

When the player discovers a new component a pop up will occur inform the player what the new component is.

A close up of a logo

Description automatically generated

## Scene 5: Cut Scene Showing Impact

At the end of the final wave of game play this cut scene will play.

Cut Scene (scene 1):

Picture of mold falling to space. Mold should be separate image so I can create motion.



Caption: “AHHHHHHH”

Cut Scene (scene 2):

Cartoon explosion on top of the previous image of earth. I can animate a sprite sheet explosion.



Audio: Explosion

## 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

|  |  |  |
| --- | --- | --- |
| 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 | The strange Goo has been frozen | 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 |

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