ASTEROIDS

Game Design Document

- OVERVIEW

Top down arcade 2D action shooter game.

Asteroids is a minimalistic and modern approach to the classic retro masterpiece.

You will control spaceship in a deep space surrounded by asteroids and alien ships. Destroy and avoid hitting any of them.
Game runs in landscape mode, gameplay buttons will at the bottom of the device screen.

- TARGET PLATFORM

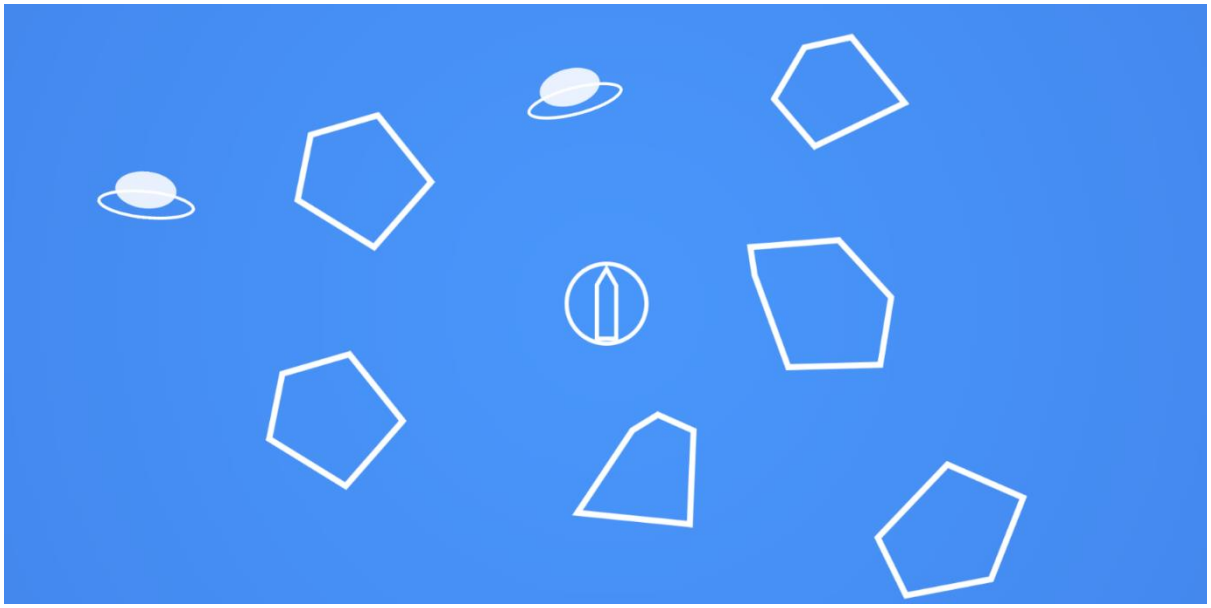
Android, IOS

- ELEVATOR PITCH

Modern and minimalistic retro masterpiece.

- VISUAL STYLE

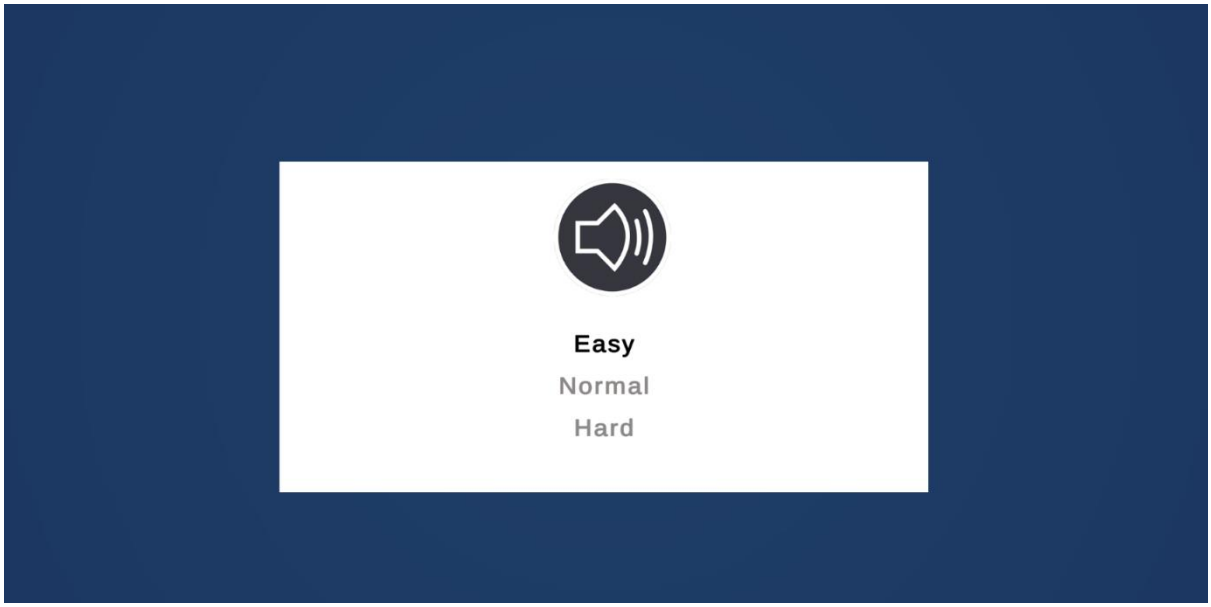
Same as the original game, but with a few changes in UI design and 2D vector art.



- AUDIO

Sc-fi sounds for guns and environment.

Laser shots sound effect for gun shoot.



- GAME MENUS

Splash Screen

Main Menu

- Play

1. Arcade
2. Levels

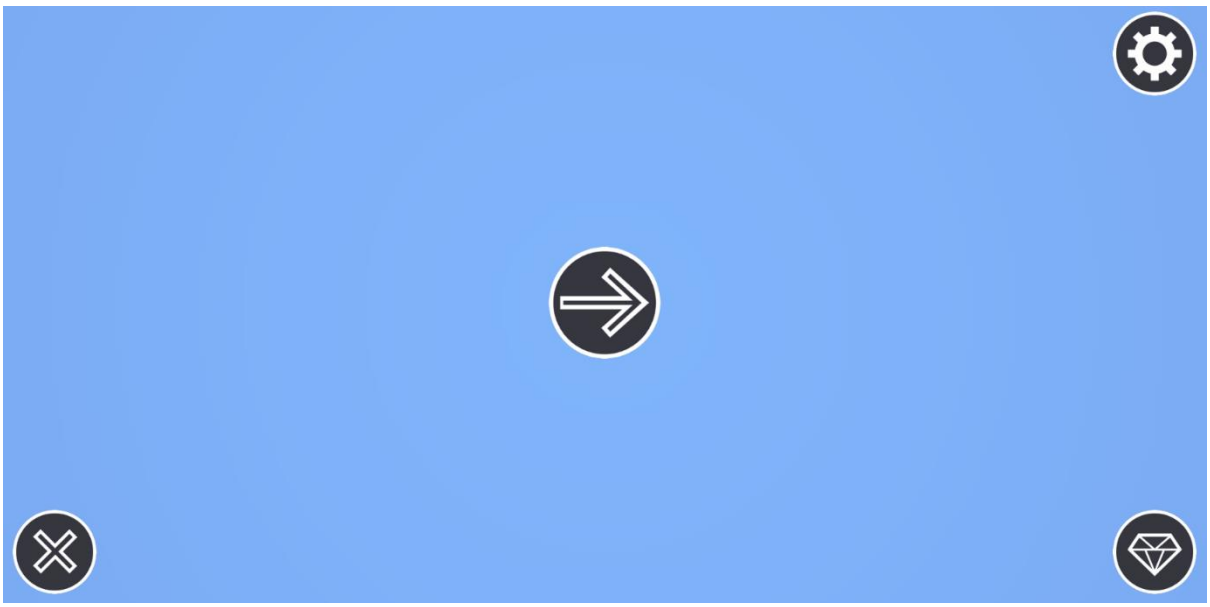
- Shop
- Options
    1. On/Off
    2. Difficulty – Easy/Normal/Hard
- Exit

Game HUD

- Left Rotate Button
- Right Rotate Button
- Shoot Button
- Accelerate Button
- Score Counter
- Pause Button/Menu
    1. Resume
    2. Options
    3. Menu

Game Over

- Current Score
- High Score
- Restart Button

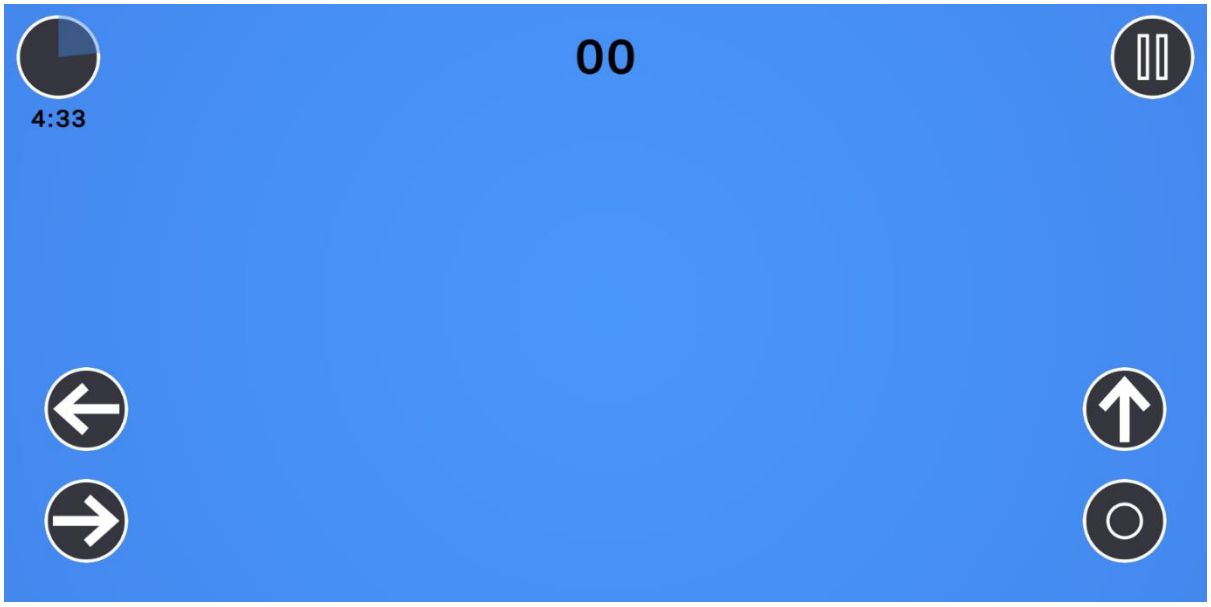


- GAME MECHANICS & GAMEPLAY

1. Player kills enemies by using different weapons.
2. Player shoots the asteroid and alien ships by tapping the shoot button.
3. Player can be rotated left on its axis by tapping the left rotate button.
4. Player can be rotated right on its axis by tapping the right rotate button.
5. Player can accelerate the spacecraft by tapping accelerate button.
6. Health bar shows the health of

- CONTROLS

Player controls using touch screen, for the shooting and interaction there's multiple buttons on the bottom side of the screen.

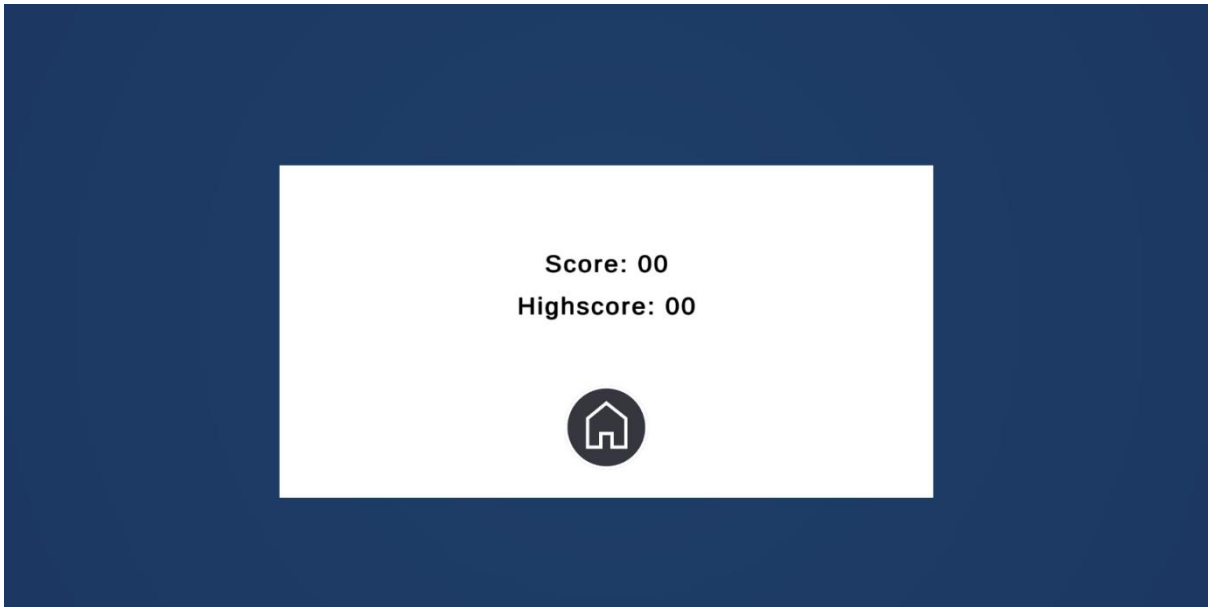


- SCORING

It shows how many points player got.

n Points: For shooting and killing asteroids

m Points: For shooting and killing alien ships



- CINEMATICS

Particle Effects: Muzzle shoot 2d animation whenever player start shooting.

- AVATARS

- Players: Idle, shoot
- Enemies
    1. Asteroids
    2. Alien ship

- WEAPONS

Gun – single shots

- PLAYER STATS

All the player data are saved locally or in cloud storage.

Rest API’s are used to fetch the data and populate the UI.