

# PRISMA

Breakout meets Zaxxon

## LEVEL DESIGN DOCUMENT

### Overview

The game is a 3D Isometric Shoot' em up set in space, where the goal is to protect the ship Prisma from the attacks of enemy forces.

The player controls a shield placed in front of the ship, and while he lacks the ability to fire directly at enemies, he can bounce incoming projectiles back at the attackers. Enemy waves will grow stronger until the final boss fight. The objective of the player is to stop the incoming projectiles before they hit Prisma. The core gameplay mechanic is inspired by Breakout and the Isometric camera angle by Zaxxon.

### Research and Inspiration

Strongly influenced by both classic arcade games from the 80s and more recent sci-fi games, the atmosphere depicted in Prisma can be associated with the one seen in games such as Halo or Steredenn. The universe the game is set in is in part inspired by the novels written by Isaac Asimov, in the way that the player is only a small part of much bigger events occurring in the universe around him.



*Halo: Combat Evolved*

## Halo

- Halo is a game universe where a war between different factions rips through the galaxies.
- The vast scale of the lore makes this universe feel more realistic.



*Illustration from Fred Gambino*

## Isaac Asimov

- His literature focuses on sci-fi stories set in the distant future.
- The characters of his stories only play a small part in the events taking place.



*Breakout*

## Breakout

- Breakout is an arcade game developed and published by Atari
- The simplicity of the gameplay makes it easily accessible.

## Sound Design

Since the game is inspired by classics from the 80s and has a voxel art style, the sound design for Prisma will feature 8-bit sound effects and a retro style soundtrack. Sound effects are played to give feedback for most of the actions occurring on screen, such as enemies firing, the shield deflecting the rounds, the attackers being destroyed and the ship taking damage.

## Level Overview

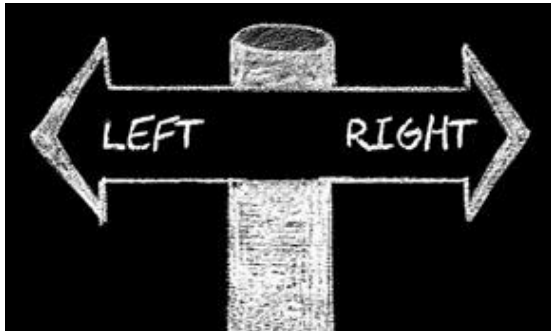
This level only represents a small part of Prisma's voyage. The objective is to make it through a small stretch of space patrolled by hostile forces. Throughout the sector it's the player's task to protect Prisma, which can only resist a limited amount of damage. The enemies come in various waves of increasing difficulty until the player approaches the final boss. Some asteroid fields are in the way and the task of the player is to stop them from crashing on Prisma's surface.

## Story

Prisma is about the story of the homonymous ship as she travels from the outskirts of the galaxy towards the inner planets. Her mission is to bring back to Earth all the scientists who have been working in faraway planets to create a new form of energy called ESPER. This new energy could put an end to the conflict between the Central Planets and the Outskirts Union, which are now fighting to control it.

The player is a scientist who has been working on ESPER for the past few years and now has to use his knowledge to protect Prisma in her voyage back home. He's going to use a shield made of ESPER to defend the ship from any kind of threat, whether it's hostile fleets or asteroid fields.

## Mechanics



### Movement

The right and left arrow keys are used to move the shield around the screen. The player can move the shield from one edge of the screen to the other.

## Props, Bonus Objects and Collectibles

### Power-ups

Destroyed enemies drop power-ups that the player can pick up. They range from Increased Shield Width to Bullet Multipliers.

### Light Attack Ship

Basic enemy ship, has a light armour and a high rate of fire. It's easily destroyed with a single bullet.

### HP regeneration

HP regeneration packs can be collected to repair Prisma.

## Accessibility Design

The goal is to make the game accessible by the widest audience possible. The text of the game will be written using the *Dyslexie* font. The game could include different chromatic schemes for colour blind players. Instructions on how to play will be given to the player once he starts the level, and an option in the menu will give the opportunity to bind the controls to different keys. The game could also use external devices dedicated to people with motor impairment, such as *Tobii Eye tracking*.

## Level Specification

Target Platform: Windows and Mac

Target Audience: 3+

Genre: Arcade Shoot 'em up

Style and Aesthetic: Sci-fi Future

Controls Supported: Mouse, Keyboard, Gamepad

Core Mechanics: Horizontal Movement

Estimated Play Time: 5 Minutes

Target Resolution: Full HD 1920x1080

Players Supported: 1

Level Objective(s): Escort Mission

Level Background Story: Protect Prisma from the hostile fleet

Monetization Strategy: Free to Play

Unique Selling Points-: Original mix between Breakout and Zaxxon!

## Production Schedule

The deadline for Prisma is on the 12th of December. The first weeks will be used to create the prototype, and in the remaining ones the 3D models and the sound effects will be introduced in the game. The game is supposed to be complete on the 5<sup>th</sup> of December, one week before release date. In the last week the plan is to test the entire game multiple times polishing it from bugs.

## Software

Unity, Visual Studio, Maya, Photoshop, Logic Pro X

## Risks, Limitations and Solutions

The programming for the prototype might take longer than expected to complete. The solution is to focus on specific tutorials for Breakout clones and Shoot'em ups. Another risk is how the prototype will work out: since it's a relatively uncharted combination of mechanics, it might not be fun as expected. The solution is to extensively test gameplay variations and continuously adapt the game mechanics.

# Walkthrough



- ❖ The green triangles are the enemy Light Attack Ships.
- ❖ The purple hexagon is a power up the player can pick up.
- ❖ The blue rectangle is the ESPER shield the player controls and moves around.
- ❖ The grey area at the bottom of the screen is Prisma.