**Odd Infinitum**

**Engine: GameMaker 8.1**

**Genre: 2D, Space-themed, Shooter, Arcade, Side-Scroller**

**Indispensable (required for minimum viable product):**

* Scrolling background that gives the illusion of motion
* Player controls that resemble flying (moving faster going forward; moving slower going backward)
* Ability to shoot lasers
* Boundaries that keep the spaceship in the player’s view

**Important:**

* Boss battles
* Health meter
* Lives System
* Score counter
* Waves of enemies appearing randomly throughout the level

**If possible:**

* Pickups that allow the player to use special abilities

**Game Overview:**

**Game Objects:**

* Player
* Weapons:

Laser Pickups:

* Blue Laser: Starting laser. Fires single shot at steady rate. Destroys itself after colliding with enemy.
* Green Laser: Fires single shot at steady rate. Can passing through multiple enemies. (picked up after completing tutorial level) **(Consider Removing This)**
* Yellow Laser: Fires three shot burst. Each shot deals same damage as single shot. (Picked up after defeating first boss)
* Red Laser: Fires long beam that deals massive damage (Picked up after defeating second boss)
* Missiles:Kills enemies instantly (regardless of overall health). Must be picked up. Decrements missile counter with each missile firing.

Enemies:

* Asteroids (Level 1)
* Alien Spacecrafts
* Bosses

**Sounds:**

* Space-themed background music
* Small explosion sound effect
* Big explosion sound effect
* Laser sound effects (different ones for player, enemies, and bosses)
* Button press sound effect
* Victory Sound effect
* Game Over Sound effect

**Controls:**

Arrow Keys/WASD = move

Space/LMB = shoot

F/RMB = missile

**Levels:**

Level 1: Player is given five second to move around and get used to the controls. After five seconds, asteroids spawn from the right side of the screen. After one minute, asteroid begin to spawn from the left side of the screen. After another minute, the asteroid stop being generated for three second and then the “Level Complete” message pops up

Level 2: Player goes through a short wave of asteroids (Lasting 30 seconds) before being spawned into the boss arena.

Boss Level 1: Player defeats boss or is sent back to beginning of boss level upon defeat.