

Game Concept Documentation

This game concept document describes the details for a cross platform, single button control, 2D high score-based game.

The game will have only one input method. If a screen touch or a mouse click inside the game-view occurs, the rocket orbiting the planet will change direction. That way the user can control the rocket to block the incoming asteroids.

The game will have three different difficulty modes. Easy will have the lowest orbit, medium the medium sized orbit and hard the largest orbit. The higher the orbit, the higher the speed.

The name is "Save the Planet". This name reflects the gameplay as you control a rocket, that must stop incoming asteroids from reaching the planet.

Gameplay (short term):

Change the orbiting direction of the rocket and time it correctly to block incoming asteroids.

Initially the game will be available for two platforms:

- Android
- Windows

The game will be made using Godot Engine only.

Core features of the game:

- Three difficulty modes
- High score list
- One enemy type
- Control with only one button / touch

Additional features that may be added:

- Power ups
- Enemy variations
- Soundtrack