

# Some Space Shooter Thingy

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The Some Space Shooter Thingy is a casual game currently made for use on a computer. The game is set in space where a spaceship, controlled by the player, is faced with enemies that want to eliminate it. The player has to eliminate the enemies before it runs out of lives. Some Space Shooter Thingy is a real time action game with a sub-genre of third person shooter(1). The goal is to shoot the enemies to get a higher level and get higher score.

The primary target audience for this game is achiever player type, since the goal of the game is to beat the highscore. They are adults, 25 – 44 years old, since it's the age group with the most amount of casual gamers(2) and have experienced the time when pixel art was popular. Inspiration for "Some Space Shooter Thingy" was taken from "Space Impact", a mobile game that was featured in 8 Nokia models that were released in early 2000's(3). The goal is to make the target audience feel nostalgic about their past. The sounds used in the game are self explanatory - when spaceships collide or are eliminated an explosion sound can be heard. The audio for explosions is a royalty free mp3 from freesfx.co.uk(4). When the player shoots, a "space sounding" shooting royalty free audio is used from soundbible.com(5). The sound that can be constantly heard throughout the gameplay is a theme song(6) from the 2014 box office hit Interstellar(7) to go with the space theme.

The Some Space Shooter Thingy currently can be played only on a computer for full experience and doesn't require any special equipment. The goal is for the game to be played on mobile phones and tablets later on as well. Facebook's Messenger app is where the game would be found, where players can challenge each other to beat each others highscore. On the app players can also make in game purchases to buy power ups.

The Some Space Shooter Thingy is a single player casual game that doesn't take all of the players attention. The game starts with an opening screen with instructions of how to play the game. After the player has clicked "play", the game has started and the player is located on the left side of the screen. The player operates a spaceship which is "moving" with a constant speed. The player can move it in eight directions by pressing the arrow keys – up, down, left, right. By moving the spaceship the player avoids obstacles and collects lives. The spaceship has a gun and the player can shoot the gun by pressing the spacebar. The shooting is needed to destroy enemies. There is no limitation of ammo. The enemy space ships come from outside of the right side of the canvas and move towards the left side. The enemies are spawned at random times and are increased with every level with the exception of bosses that appear every 4 levels. The player initially has 3 lives with a maximum of 5 lives. Extra lives are collected during the gameplay. The goal is to keep at least one of them as long as possible. The player can do it by avoiding or shooting the enemies. The bosses follow the player's y axis and try to shoot it. The bosses don't move towards the left side. They stay on the right side until they are killed. The levels go up only when a certain number of enemies have been eliminated. The game doesn't have a final level or an end. The goal is to get a higher score after every time played.

The Space Shooter Thingy is a casual game that is tailored to a specific age group that would appreciate the "old school" pixel graphics and would remember about Space Impact from which the inspiration was drawn. It's a game for competitive people since it would be accessible on the Facebook Messenger app where it's possible to challenge the player's friends and family.

## References

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