

## Event Horizon III Game Design Document



***'Pilot a ship through space and splatter the evil aliens!' – Mason Leonard***

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## Game Development Team Members

### PRODUCER

Mason Leonard

### PRODUCTION MANAGER

Mason Leonard

### PRODUCTION COORDINATOR

Mason Leonard

### GAME DESIGNERS

Mason Leonard

### SYSTEMS/IT COORDINATOR

Mason Leonard

### PROGRAMMERS

Mason Leonard

### TECHNICAL ARTISTS

Mason Leonard

### AUDIO ENGINEERS

Mason Leonard

### UX TESTERS

Mason Leonard



# 1 Game Overview

Title: Event Horizon III

Platform: PC Standalone

Genre: Shoot'em up

Rating: E for Everyone

Target: Serious gamers

Release date: November, 2021

Publisher: MDL Productions

Event Horizon III is an endless vertical shoot'em up arcade game where the Player is a spaceship pilot flying back to Earth but is intercepted by aliens in their own spaceships. Now the Player must survive by eliminating the alien ships. They may accrue points with every enemy ship that is destroyed by utilizing their ships weapons in one of four ways (Rapid Fire, Target Seeking Lightning, High Accuracy Laser, Target-Penetrating Plasma). Using points accrued through each wave, an extra life can be earned. A high score can be achieved at the end of a run and will be displayed in the main menu for all to see

## 2 High Concept / Genre

Have you ever wanted your own ship to fly through space at break-neck speeds!? What about experiencing the adrenaline rush of dodging enemy projectiles then firing back against the enemy ships at the top of your screen? And face off against the ever increasing hordes of enemy ships endlessly coming to destroy you!? Then Event Horizon III is the game for you!

## 3 Unique Selling Points

- Stunning particle effects
- Simple, yet addictive gameplay
- High score to challenge friends

## 4 Platform Minimum Requirements

## 5 Competitors / Similar Titles

The world famous Galaxian and Galaga, Space Invaders, and inspiration from lesser known horizontal shoot'em up games like Event Horizon II.



## 6 Synopsis

## 7 Game Objectives

The objective of the game is to survive as long as possible, while attacking Enemies and scoring points!

## 8 Game Rules

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15.5 Audio

15.6 Minimum Viable Product (MPV)

## 16 Wish List

## 17 Bibliography

1. The textbook for CS 583 “Introduction to Game Design, Prototyping, and Development by Jeremy Gibson” has prototypes for a castle sieging game and a shoot'em up game that I will be utilizing the scripts from.
2. The same textbook, has visual assets that I will be implementing
  - a. Though they may be replaced by my own visual creations
3. Audio effects will be borrowed from the public domain, sourced through Youtube's library.
  - a. Though they may be replaced with my own sound bites.