**Game**

* **Space Invaders**: Player moves horizontally shooting at a grid of aliens that move in formation and periodically shoot back

**Core Mechanics**

* 1. **What are the primary actions the player can take?**

Moving left or right to aim and shooting

* 1. **How does the control scheme work?**

Normally using left and right arrow keys/ left and right movement on a joysick.

* 1. **What is the main challenge the player faces?**

Avoiding the enemies bullets.

Using shoot to take the enemies down

**Movement Systems**

* 1. **How do player-controlled objects move?**

Lift and right horizontally

* 1. **How do enemies/targets move?**

The enemies move slowly left and right in a rectangle formation. Once they hit a certain point, they move downwards

There is a enemy that moved fast along the top of the screen away from the others

* 1. **Are there any interesting physics or movement patterns?**

The enemies stay in their rectangle formation and move from left to right inching towards the player.

**Combat/Shooting Systems**

* 1. **How does the shooting mechanism work?**

When you press space, the bullet is instantiated at a certian point. It then travels upwards towards the enemies. If it interacts with an enemy, it despawns and plays a sound effect.

* 1. **What happens when projectiles hit targets?**

When an enemy is hit, a particle effect and sound effect are played

* 1. **Are there any limitations to shooting (cooldown, ammo, etc.)?**

There is no limit of ammo but there is a short cooldown so that the player cant spam the button

**Progression & Difficulty**

* 1. **How does the game increase in difficulty?**

The enemies move faster and shoot more often

* 1. **What variables could be adjusted to make the game** harder/easier?

The speed and the amount of times they shoot

Etc: Speed = 50

**Game Feel**

* 1. **What makes the game satisfying to play?**

The sound effects when things interact.

The different bullets from different enemies

The way the shields decay when they are shot

* 1. **Are there any feedback systems (visual/audio cues)?**

When the player shoots there is a sound effect

When the enemies are shot there is a sound effect

When the boss shows up a different soundtrack plays