Arcade Shooter

Insert Game Name -is a 2D - Top down, fast paced shoot'em up action game. Fight against invading waves of enemy fighter Explore the galaxy and unlock new ships along the way. Defending the known race from hostiles of the unknown.

**Player:**

The player will start 3 lives, more lives can be gained through rare power up or ingame purchases. The ship will have automatically burst shooting straight out from the ship. With upgradable ships and weapon changes.

The player will select his ship from the menu before the level starts. He can unlock ships through currency gained from gameplay.

5 unique ships for the player to unlock each growing in size maneuverability & weapons capacity. 2 types of weapons,

Level 1 Ship: two weapon slots on either side of the fuselage. ((Default ship))

Level 2 Ship: Ion booster for Improved speed and four weapon slots.

Level 3 Ship: 2nd class Ion booster improved speed, weapons capacitor for improved fire rate & four weapons

Level 4 Ship: SIx weapons, improved movement & improved fire rate.

Level 5 Ship: Eight weapons & improved fire rate and dodge rate.

Standard Laser - moving at high rated speed with a small area of impact high rate of damage.

Missile - high impact range with area effect damage.

**Enemies:**

Enemies will fall from the top of the screen in random locations being able to return fire, with different variations of enemies allowing for more speed or alternate weapons.

3 enemy ship classes Light, Medium & Heavy.

Light Enemy ship: Fires Standard enemy lase. Staggering as it descend from the top of the screen. Low life. one weapon Slot.

Medium ship: two weapons slots & improved speed

Heavy Ship; two weapon slots, ability to switch between laser & missiles.

**Obstacles**

Obstacles will consist of asteroids falling from the top of the screen these asteroids provide the player with the means to gather collectables.

The game will consist of title screen, main menu, shop, tutorial, and 3 levels. With game over and win conditions.In the event the player runs out of lives they will be granted 1 chance to watch a video to gain 1 life back and continue playing.

**Power-ups/Shop:**

Power-ups will be collected in game as content, as well be bought in the shop prior to the start of the level.

**Increase score by 10%** - at the end of the level the player's total score will be round up, this will give the player the chance to spent their Score booster & increase their score by 10%.

**Missiles** - Missiles are the secondary weapon. Fired from the ship in forward direction at a slow speed. Upon impact with a target it has an AOE.

**Arc burst** - Arc burst changed the direction of the player’s weapons, to and arc effect from the front of the ship.

**Shields** - shields provide a temporary barrier, preventing all incoming damage for a duration.

**Ship upgrades** - explained in player section.

Extra life.

HUD will show player’s lives in top left, total score will be displayed top middle, current weapon types will be displayed bottom right, and control pad will be bottom left.

**Gameplay feature:**

An infinity shooter such as this the game play mechanics will be relying on altering the weapons, from standard to missile and to arc range burst vs straight. I consider the idea of using color coated enemies so the player has to shoot the right color to kill them. But at this point unclear of how multiple touches on a mobile will work. With the level providing obstacles and pathing for the player to follow, while dealing with incoming waves of enemies. Should keep the player on their toes

**User Interface:**

The game will begin at the title screen, displaying a canvas with game logo and company name. After a delay in time the screen will transition to the Main menu.

The main menu will consist of: **Start game** - **choosing a level** - **choose a ship**, then transition to the level. **Options** - **Option scene**. Option scene will be loaded additive and remain in scene at all times.

**Credits** - game credits.

**Exit game** - exit the game.

HUD:

The on screen hud will display the players lives in top right corner, with the players score in top left, weapons in bottom right with the player controlling the ship via swipe function..

**Controles:**

**Mobile:** The ship will be controlled via touch screen. Either by slide or swipe. Ship will auto fire. Power ups & in game content will be clickables. The ship will be controlled by touchpad allowing for forward and reverse movements, as well as side to side.

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| **Project mechanics** | **Estimated time:** | **Task:** |
| Player’s Ships | 10 hours | Set up players ships firepoints, Engines, Scripts & sounds. |
| Player’s Weapons | 4 hours | Bolts, Missiles, Arc Burst. |
| Obstacles | 6 - 8 hours. | Multiple variations of Asteroids, with programing and power-ups |
| Debugging/Testing/Coding | 1 week | Because code has a way of just giving you a rough time. |
| Enemies | 10 - 15 hours. | Several enemy ships with variations on weapons and attack patterns. (read description for more details). |
| Interface | 5 hours each | Title screen, Main menu, shop, levels and HUD. |
| Power-ups/Collectables | 2 - 3 days | (read description for more details). |
| Debugging/Testing/Coding | upt o 2 weeks | Because i always expect the worst to happen. |
| Level Design | 3 hours each. | 1 - 3 levels, |