**Swirl Productions**

**Design Document for:**

# Galaxy

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# Game Overview

## Game design goals

### Goal #1

This game is independent

### Philosophical point #2

Create an engaging experience with simple game mechanics

## Common Questions

### What is the game?

The game is a side scrolling shooter

### Why create this game?

This game is being created for the C++

### Where does the game take place?

Space is the world player is lost and needs to find the right worm hole that will take him back to the recent time period.

### What do I control?

The player controls space ship

### What is the main focus?

The main focus of the game is that the player needs destroy anything that will cause the ship harm.

### What’s different?

This game is different from the rest by having simple game-play.

# Feature Set

## General Features

Side scrolling shooter

2D graphics

## Multiplayer Features

This game has no multiplayer features

## Editor

There will be no editor

## Gameplay

Use basic key to control ship

Randomized power up

Side scrolling at various speeds

# The Game World

## Overview



The space ship goes in various time periods skipping to many different time periods.

## Feature #1

Background bending with gameplay

## Feature #2

Endless ammo

## The Physical World

### Overview

Space physics

### Key Locations

Space

### Travel

The space ship travels different time periods

### Scale

Describe the scale that you will use to represent the world. Scale is important!

### Objects

There are only power ups as objects in the game power ups will increase your health and ammo clips

### Day and Night

### Time

The way time will work in our environment will depend on the scroll speed of the current level

## Rendering System

### Overview

### 2D/3D Rendering

The rendering engine

## Camera

### Overview

The camera will be 2d side scrolling

### Camera Detail #1

The camera will move from the left side of the level to the right until it reaches the end

### Camera Detail #2

The camera scrolling speed will depend on the level

## Game Engine

### 

### Overview

The game engine that we will be using is the fish bowl engine built by Jessica Kim specifically for this flash competition

### Game Engine Detail #1

The game engine will keep track of everything in the world like the power ups and health bar.

### Water

There will be no water effect in the game

### Collision Detection

Our game engine handles collision detection really well.

# Game Characters

## Overview

Space ship – Main Hero of the game

Astroid,planet – Enemies

## Creating a Character

You don’t have the ability to create a character

## Enemies and Monsters

The enemies of the game asteroid and planets.

# User Interface

## Overview

# Weapons

## Overview

There is only one weapon is the beam that the space ship shots.

## Weapons Details #1

The beam

## Weapons Details #2

Infinite ammo

# Musical Scores and Sound Effects

## Music Overview

The music we used in the game was written by musical artists. The Musical artists are DeadMau5.

## Sound Effects Overview

The sound effects will be covered by Soundjay and Sound bible which provided us with free sound effects for our game. Soundjay and Sound Bible are both websites that provide people with free sound effects.

# Single-Player Game

## Overview

The single player game experience would be rather simple at the start and pick up in difficulty as the game progress. It will be simple to grasp the gameplay mechanics in the first two levels to get the player familiar with the game. When the player knows the control it will pick up in speed to make the game more engaging to the player.

## Single Player Game Detail #1

The game will only use simple keys to control space ship.

## Story

## Hours of Gameplay

The length of the game will be about 5 to 10 minutes

## Victory Conditions

The player wins the game by surviving

# Character Rendering

## Overview

All of the character rendering will be done by the adobe

# World Editing

## Overview

There is no world editor