Game design document

Period 5 Mr. Fugel

Presented by: Rayan Wali



Starship Troopers

game design document

Contents

[0](#_Toc497414930)

[1. Game Overview 2](#_Toc497414931)

[2. Core Game Play 2](#_Toc497414932)

[3. Interaction 3](#_Toc497414933)

[4. Overlay 3](#_Toc497414934)

[5. Art Asset 4](#_Toc497414935)

[6. Target audience / Genre / Game Theory 5](#_Toc497414936)

## Game Overview

This design of this game is based on well-known space movie Starship Troopers. In the distant future, the Earth is at war with a race of giant alien insects. Little is known about the Bugs except that they are intent on the eradication of all human life. These bugs constantly sends asteroids toward earth to destroy the human race. Humans have to save their planet and coming generation from these bugs. A Mobile Infantry travels to distant alien planets to take the war to the Bugs. The bugs try their best to stop humans by throwing blocks of big asteroids and try to destroy the ship and the mobile infantry.

## core game play

1. Goal
   1. The goal of this game is to save the ship from the bug attacks and to destroy the threats, such as the bricks that are thrown by the superbug to destroy the ship and to safely drop the fleet to the bug planet so they can fight and destroy the bugs. The more bricks a fleet shoots down, the more points and recognition it earns.
2. Characters
   1. Captain Carmen is the ship captain and the central character of the game whose goal is to get the fleet safely to land on the bug planet and kill the bugs.
   2. Super Bug is another main character in a negative role whose goal is to throw the bricks towards the ship and to destroy the ship and the fleet.
3. Controls

There are three main game controls:

* 1. Move the ship up by pressing the UP key to save the ship from the bricks
  2. Move ship down by pressing the DOWN key to save the ship from the bricks
  3. Space bar fires at the bricks and tries to destroy them.

1. Abilities

Some of the key abilities of the character are:

* 1. Move the ship
  2. Dodge the bricks
  3. Fire at the bricks

## interaction

1. Environment

The environment mainly consists of:

* + 1. Space
    2. Bug planet
    3. Earth

1. Built-in Objectives

The objective of this game is for the main character, Captain Carmen, to dodge the bricks and shoot them down so they can reach the bug planet and kill the superbug.

1. Gameplay

This game is a single player game in which the character gains 1 point by dodging a brick and gains 5 points by shooting the brick. Once the player earns 50 points, it reaches to the bug planet and drops the fleet there to fight the superbug and the mission of this game is accomplished.

## overlay

1. Menu Exploration

There are 2 main menu options:

* 1. A Help button – it provides game background and basic help on how to play the game which keys to use to control the game and purpose of the controls.
  2. A Start button – which starts the game

## art asset

1. Audio

A whoosh/swish, futuristic space sound is played throughout the game, the sound of a space vehicle passing swiftly, left to right panning, and a blast sound when the fleet shoots down the bricks.

1. Images
   1. A space background with an alien world within it



* 1. An image of a ship



* 1. Images of bricks



* 1. An image of a bullet



## target audience / genre / game theory

1. Target Audience
   1. Ages 10 – 40 with some gaming background
2. Genre
   1. Military Science Fiction
3. Game Theory

This game provides degree and nature of the interactivity by allowing player to interact with the game-world and how the game-world reacts to the choices players make. In an action game like this one, the gameplay is moving the shooter ship around the left side of the screen and shooting the enemies that attack relentlessly.

The game design determines what choices players will be able to make in the Starship Trooper’s game-world and what ramifications those choices will have on the rest of the game. The game design determines what win or loss criteria the game may include, how the user will be able to control the game, and what information the game will communicate to him, and it establishes how hard the game will be. In short, the game design determines every detail of how the gameplay will function.

Many players enjoy playing shooting games because they provide a challenge. Shooting games like this one entertain players over time, differently each time they play, while engaging their minds in an entirely different way than a movie, book, or other form of art.