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| Quirkface games |
| Video Game Design Document for: Trash bash |
| **Trash Bash** |
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| **Zachary A Way** |
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| November 10, 2008 |

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# Version History

Revision 01 – Initial writeup

Revision 02 – Rewrite and 2D Redesign

1. **Game Overview**

**Trash Bash is a 2D Shooter in which players control a SMV (or space municipal vehicle, big word for garbage space ship). Players are tasked with collecting garbage from the surface. The corporation that the player works for will pay them $100 per ton of trash collected to assist in the fulfillment of their contract to clean the garbage from the planet Earth. Player’s are not alone, as many corporations have been hired to do this, so competition is on a per-ton basis. The player with the most tonnage at the end of each round wins!**

1. **Game Play Mechanics**

**Players control the ship by steering and use of a large onboard thruster. Gameplay is largely physics based as the ships react to real world forces, such as inertia and momentum. This adds a challenge to collecting the trash and returning it to your personal “Refuse Storage Location”. Players also have weapons that can interfere with the other players’ abilities to collect garbage from the level. None of the ships can actually be destroyed. Running out of fuel causes a player’s ship to disengage the tractor beam and they are only capable of producing 50% thrust until they find either a fuel power-up or they return to their refuse station to refuel. The fuel consumption may be turned off by players in the options menu.**

1. **Camera**

**The camera in the game is a fixed view 3rd person side-angle camera. The camera locks onto the ship and moves with it, thus allowing players to see a constant area around their ship. When the game is played multiplayer, each quadrant of the screen has a camera for each player.**

1. **Controls**

**Control assignments are based on the Xbox 360 controller.**

**Left Stick – Turn left/right**

**A Button – Turn on/off Tractor-Beam**

**B Button – Fire Weapon B**

**X Button – Fire Weapon X**

**Y Button – Fire Weapon Y**

**R Trigger – Accelerate**

**Start Button – Pause**

**Back Button – Pause**

1. **Saving and Loading**

**Saving and loading of high scores will be built into the game.**

1. **Interface - TBC**
2. **Menu and Screen Descriptions - TBC**
3. **Game World**

**The game takes place on Earth 3000 years into the future. The planet is buried in garbage, and resources on other planets have run dry. Humanity has decided to clean up earth to make it inhabitable again and have tasked corporations to clean it up as quickly as possible. The Intergalactic Human Organization has agreed to pay a fee of $350/ton for waste collected to any corporate entity that decides to assist.**

1. **Levels**

**Levels are randomly generated by the game engine.**

1. **Weapons**
   1. **Stun Laser – Stuns the other ship’s input for 2 seconds**
   2. **EMP Laser – Disables the other ship for 4 seconds**
   3. **EMP Grenade – Disables all ships within blast for 4 seconds**
   4. **Reverse Ray – Reverses player’s controls**
   5. **Concussion Laser – Causes ship to drop anything it is carrying in its’ tractor beam**
2. **Items**
   1. **Fuel Tank – Refills the fuel tank**
   2. **Weapons – See above**
   3. **Garbage – Varying weights**
3. **Vehicles**
   1. **Only 1 ship at release.**
4. **Scoring**

**For each 1 Ton of garbage collected, players score $100 / points.**

1. **Sound Bible**

**Crash Sound –**

**Laser Sound –**

**Thrust Sound –**

**Tractor Beam Sound –**

**Grenade Sound –**

1. **Art Bible**

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