Game Design Document

Asteroids

# Game Description and Scope

A clone of the classic game Asteroids with some modern twists.

* The object of the game is to protect space stations from asteroid fields and space pirates
* All asteroids and enemies spawn at level start
* Asteroids will spawn with random movement and rotation
* Player moves by rotating ship with stick for direction, pressing and holding a key to turn on thrusters
* Player may press a button to stabilize movement
* Player can shoot by holding RT
* Continuous shooting drains the weapon bar
* Player may active a shield by holding LT
* When a player shoots an enemy or asteroid, it takes damage
* When a player is shot and hits an asteroid without shields activated, it takes damage
* Larger asteroids will break into smaller asteroids upon destruction
* Projectiles will not collide
* Player may collect power-ups
* Game will be endless with high score list
* Player will start with 3 lives with opportunity to collect more
* Player will have a health, shield, and weapon bar

# Assets

Download your assets from the start of this section.