

Space Bullet Game Design Document

Make a space shooter game where the only input from the player is tapping from the user with the following requirements and supplied assets. Game can be implemented on mobile or PC, final review will be on PC.

Using Unity is a great plus!

Estimated time for the must items: 2 months

Game Scenario

You are the operator of a spaceship traveling through space, and in each level, you face different enemy spaceships with different behaviors. You have a limited number of bullets to try to hit and destroy all the enemy ships to pass the level.

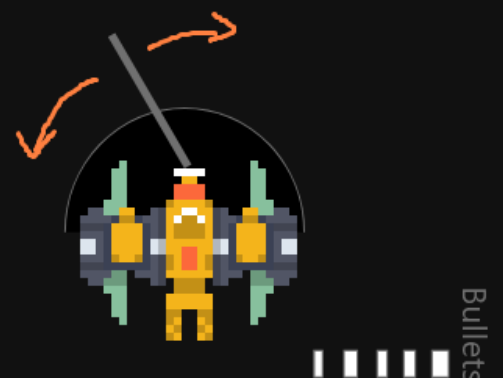
This document will detail 12 levels but feel free to implement more enemies and create more levels.

Controls

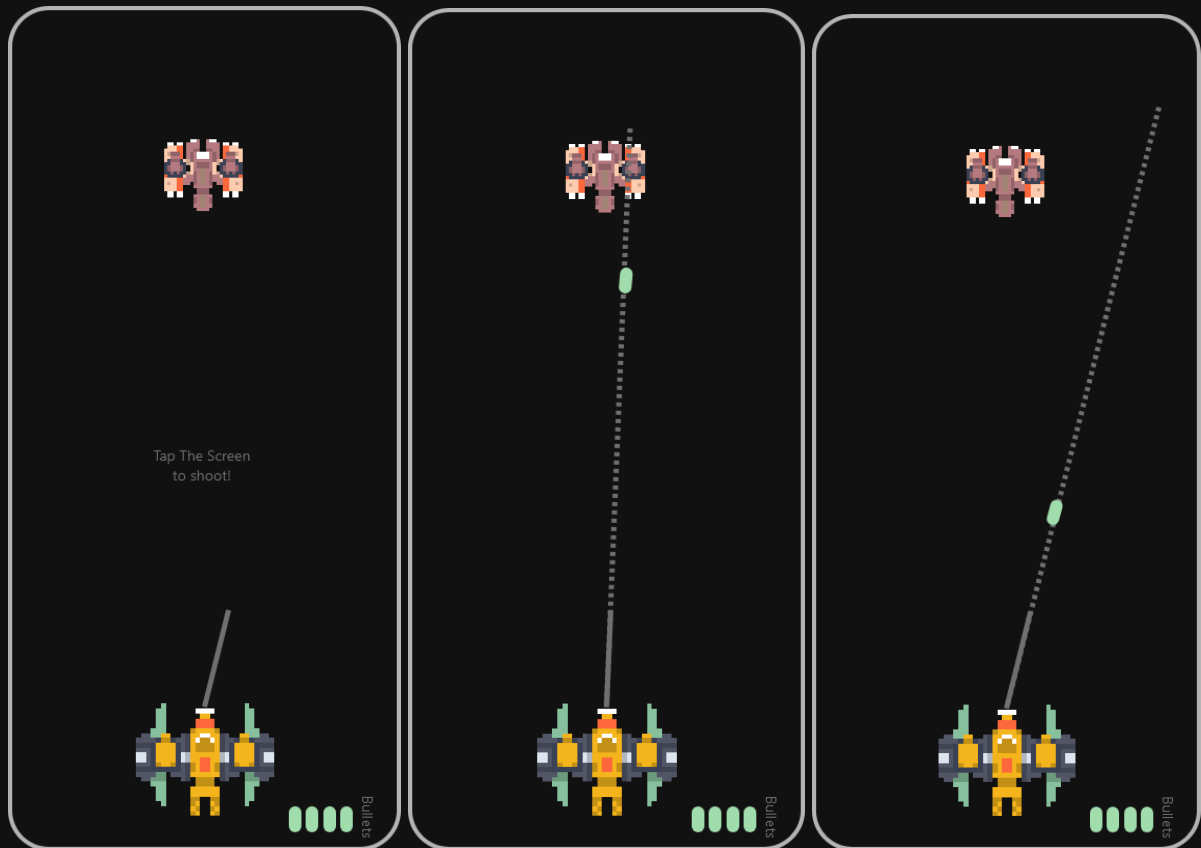
Player's ship is not moving. The gun of the ship as seen in the image will continuously move in a half circle motion from left to right.

When the player taps (or clicks) the screen, the gun indicator will stop moving and send out a bullet at the same angle, if the bullet collides with the enemy and destroys the enemy ship.

When all the enemies are destroyed, start playing the next level.



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Save System

Save the player's current level and start the player from the last unsuccessful level the player tried to play.

Music & SFX

For every action find an or create a sound effect and play it, additionally have a main theme music for the game.

Interface

The player should be able to see the indicator and understand the way it operates, make sure the indicator has a similar style with the game's assets you will use (pixel art?)

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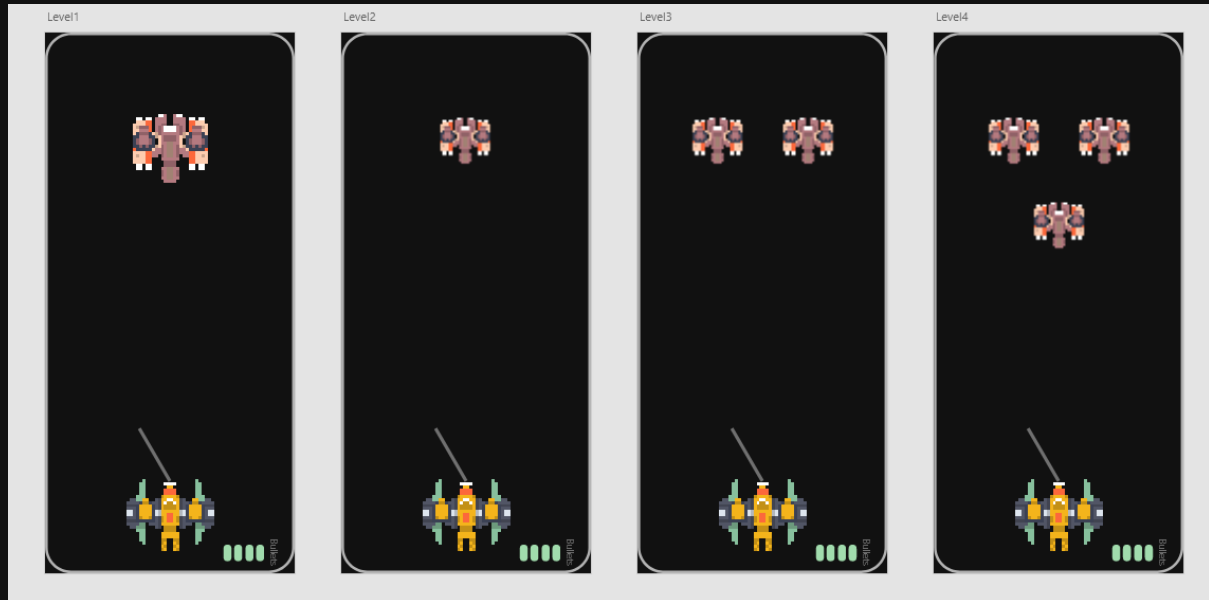
Additionally, have these elements and screens that are self explanatory for the game to be navigated;

- Main menu, with sfx and music turn on or off options and a play button.
- Level choosing screen, levels already beaten should be indicated so
- Sound mute button on the actual game play screen
- Bullet indicator, show how many bullets left without using numbers
- Tutorial, show user in the first level how the bullet firing operates
- Retry screen, when player uses all bullets or loses level, show a retry button

Levels & Enemies

The game has 4 different enemy types with different behaviors, and in total 16 levels. Feel free to add new enemies with different ideas to the list of enemies.

First enemy is a stale ship that does nothing. First 4 levels will have this ship.

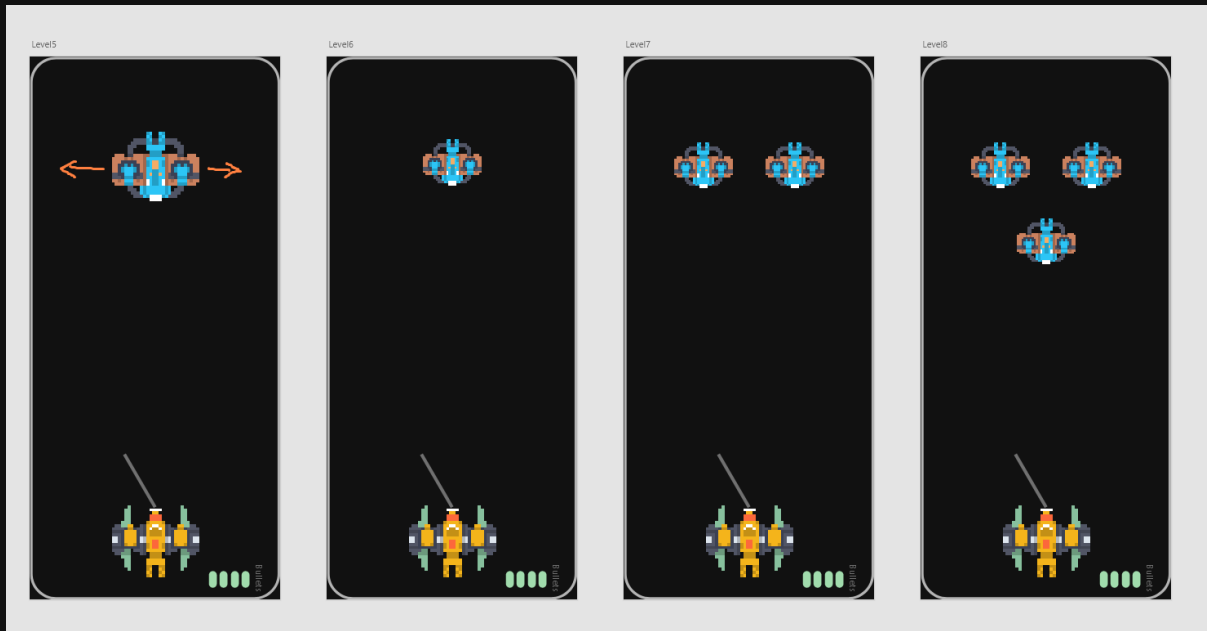


As seen in the image, the first level will have the ship 1.5x the size of its original, the level 2-4 will have the ship at 1x size.

Feel free to make changes in the levels as you see fit or will result in better experience.

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Second enemy moves left to right slowly. Levels 5-8 will have this ship.



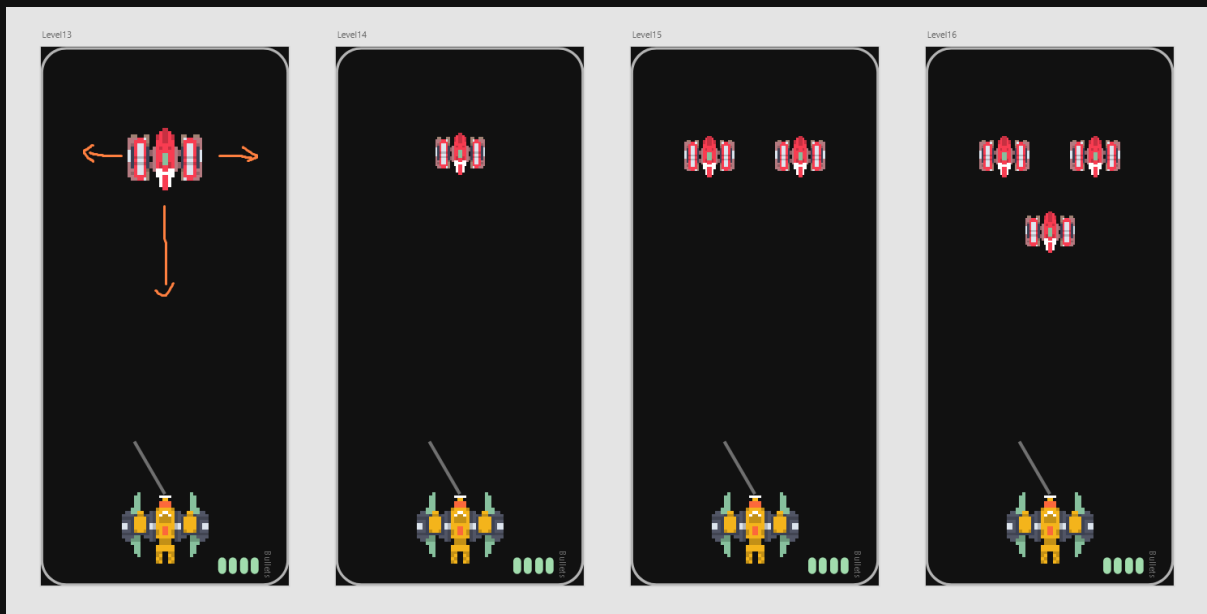
Again with the same scheme, level 5 has the same enemy 1.5x size.

Third enemy moves to the player's ship slowly, when the enemy and player ships collide, level will be unsuccessful and the user will be redirected to the retry screen.



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The Fourth enemy will have the second and third enemy ships' behaviour combined. It will be moving from left to right continuously additionally moving towards the player's ship.



Again when the player collides with the enemy, the level will end and the retry button will show.

Addition to 16 levels, adding more levels using different kinds of ships is a great plus, or implementing new types of enemy ships for new levels would be a great plus.

Assets

You will use the free Ship Mixer tool from Kenney. This tool will also give you sheets of the generated ship or designed ship (by you) for animation purposes.



Ship Mixer: <https://kenney.itch.io/ship-mixer>

For SFX, you can use: <https://freesfx.co.uk/>

Interface Icons, vectors: <https://svgrepo.com>



Animations

Not strict rules about animations, but here is a list of animations that can add to this game.

- Bullet hits enemy
- Bullet moving trail
- Enemy collides with player
- When all bullets are used enemy can destroy player ship by attacking with a bullet
- Player ship can move up and exit the screen when a level is successfully cleared
- Player ship can come up from down on the screen when a new level starts.
- Screen changing animations from the main menu to level screen.

Submission

Use version controlling/git. Your git history will be reviewed for the whole project. Publish your repository publicly in GitHub and share the link with us.

Share your project on your itch.io profile, don't forget to give necessary attributions to the assets you used. And share a link of the game profile with us.

Do you have questions about the details or requirements of the project?

Contact burak@stratera.co