**Game Design Document - Dead Cells**

## **The Name of the Game:** Thunder Space

## **Concept**

* **Genre**: Horizontally scrolling shooters
* **Target Audience**: 12+ years old.
* **Description**: This is a Horizontally scrolling shooters game. The protagonist is a space fighter from the earth, exploring and fighting in space. The enemy has fighters from hostile civilizations, as well as countless asteroids and meteorites. Defeat enemies, smash meteorites, and defeat local motherships to gain access to subsequent levels. This game contains an infinite survival mode, players can continue to fight to death, and continue to fight for higher points.
* **Similar game**: **Raiden**
* **Game features: Fighter plane, Survival mode, Scrolling shooter**

## **Game Flow**

Players enter the game to defeat or avoid ordinary enemies by shooting. After defeating a certain number of ordinary enemies, you will face boss-level enemies. Points will be awarded for defeating enemies of different levels or avoiding them. At the same time, players can obtain different weapons and points by picking them up.

## **Game Elements/Assets**

* **Character:**

A screenshot of a video game

Description automatically generated with medium confidence

* **Objects:**

Enemy fighters: in preparation

Enemy Mothership: in preparation

Meteorite: in preparation

Asteroid: in preparation

* **Sounds:**

1. Background music: in preparation
2. Effect sound: in preparation

* **Photos**

**A screenshot of a video game

Description automatically generated with medium confidence**

* **Graphics:** Game Graphics is displayed 2D, use 3D models

## **Gameplay**

* **Goal**

**Defeat more and more difficult enemies and get higher points**

* **Game Mechanics**

1. **Move**:

**W**- Up

A - Left

S - Down

D - Right

2. Shot: J

3. Dodge: K

4. Bomb: L

* **Abilities and power-ups**

in preparation

* **Levels and challenges**

in preparation