How Space Invaders Works

* What is the goal of the game?
* What are the basic mechanics? (base elements/actions of the game)
* What brings the game to an end? (how does it escalate)
* What are the worst aspects/limitations of the game?
* Make TWO changes to the game of your choice

1. The basic goal is to defeat all the aliens, whilst dodging attacks. If you are hit you die and lose a life, which if happens 3 times, you lose. The higher goal is to last as long as you can, defeating as many aliens as you can which gives you a larger high score. The high scores are displayed at the beginning, which allows you to compare how good you are to other players. This is a motivating factor that makes people strive for greater, and makes them sink more money into the game.
2. The mechanics are:

* Moving left and right
* Player shoots up in a straight line
* If the player is shot they die
* Player has 3 lives
* Enemies shoot down in a straight line
* If enemy is shot they die and are removed from game/group
* Barriers block both player and enemy attacks
* Enemies shoot differing speed of projectiles (slow, medium, fast)
* Enemies slowly move left, right, and down, only alternating and descending once an alien hits the side of the screen
* If an alien reaches the bottom the player loses
* Shooting aliens gives the player points
* Purple UFO sometimes passes and gives extra points if shot
* As time passes the aliens movement speed increases

1. The game ends when the aliens eventually win, with the increasing difficulty arising due to the increased enemy speed. It is harder for the player to hit the fast moving target and therefore requires more skill to progress to the later stages.
2. The worst aspect would be the limited amount of lives, and the requirement of more money to continue/gain more lives. Another aspect is that you can’t shoot another bullet until the previous shot has either hit or left the screen.

* Give the modified game a new title
* Describe the goal of the game
* The basic mechanics
* What escalates the game to a resolution/end
* Clarify your new design elements:
  + Explain their benefit
  + Explain how they work

Improvements

Power Ups

If there were power ups that the player could get, the game would feel more interesting and like the player has more of a chance to counteract the enemy’s increased abilities. For example, one of the aliens could be glowing, indicating that alien has a power-up. If the player shoots that alien, they could gain special abilities such as:

* Limited time multi-shot (shoots 2 bullets at a slight spread)
* One laser shot (penetrates aliens - possibility for whole row eliminations)
* Fast movement (player can go left and right more quickly)
* Slow enemy shots (makes all alien shots the basic slow speed)

Upgrades

The player would feel a greater sense of accomplishment and progression if you gained upgrades after some missions. Some upgrades could be:

* A speed upgrade that lets you move left and right faster. You gain an upgrade when you beat the temple level and it releases it’s power, rebooting your ship.

Levels

If the game was based around a level system instead of high scores, there would be more variation in gameplay. Every level is a different planet in this galaxy that needs defending, and each planet differs to the last. These different levels could include:

* Earth – Normal space invaders game with no change.
* Moon – Smaller solar body, so slight surface curve. The enemies would be harder to quickly wipe out, because they aren’t all lined up. This is contrary to the base game because the starting enemies would be harder to deal with since they have a shorter time before hitting the wall. [INSERT DIAGRAM]
* Satellite Station – Big satellite in the centre that only allows you to shoot from the far left or right. This would make the player focus on eliminating the side rows first, allowing the centre aliens to come into view. This would make the player risk more, as they have to stay stationary to clear the row but could be shot more easily.
* Desert Temple – Far off, ancient temple with hidden power. Since it’s a backwater system there is no protection and the player has to fully rely on their dodging skills. There would be no opportunity to sit still as the aliens would almost be constantly shooting.
* Ice Planet – A very thin shield that covers left to right. The shield is thin enough that 1 or 2 shots from the aliens or player will break through it, which means that the player will only have cover for a limited time.

New Title – Galactic Invaders