**Title: Danger**

**Game Design Document**

**The Problem / Goal**

* I want to learn something (about space).
  + To learn something about our solar system.
* I want to challenge (feel superior to) someone!
  + To get the highest score on the scoreboard.
* I want to have fun.

**Concept & Rules**

* A “Fly a rocket to planets” game.
* ~~The player has a limited amount of fuel.~~
* The player has a score that can increase by picking up coins.
* If the rocket hits an obstacle, it will explode.
* Finish all the maps to win.
* Player movement:
  + Press space to go up.
  + Can steer left and right by pressing keys.
* Before the player can go to the next level, he needs to pick up 3 fuel canisters.
  + Reach the end of a map (the top of the map) to go to the planet menu.
  + After the player finished the level, he / she can choose which planet he / she wants to go to.
* If the player picks up an alien spider, Planet X will be available to choose in the planet menu.
* After all the worlds have been visited and finished, the player can enter his / her name, if the score at that moment is higher than the high score, the high score and name connected to that will be replaced.

**Requirements**

* The input will be:
  + ‘A’, ‘D’ and arrow keys to steer the rocket.
  + Escape to pause the game.
  + Arrows and spacebar to control the buttons of the game.
  + Name to set the high score to.
  + Spacebar to fly the rocket.
* All objects:
  + **Obstacles:**
    - Bird
    - Satellite
    - Debris
    - Asteroid
    - Ufo
    - Alien spider
  + **Managers:**
    - Take Off
    - Camera
    - Obstacle
    - Level
    - Fade
    - Info
    - Graphical User Interface
    - Win
  + **Planets:**
    - Mercury
    - Venus
    - Earth
    - Mars
    - Jupiter
    - Saturn
    - Uranus
    - Neptune
  + **Other:**
    - Player
    - Menu
    - Ground
    - Coin
    - Fuel Canister

**Possible Future Ideas**

* Limited amount of fuel.
* Tutorial level.
* Explosion / Fall down animation.
* More planet immersion.
* Learn something about the planet by playing instead of reading.
* More variation in gameplay mechanics.
  + Different planets have different mechanics.
    - Example: Hot planets require the rocket to cool off sometimes.