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SPACE CONNECTOR

Game Design Document



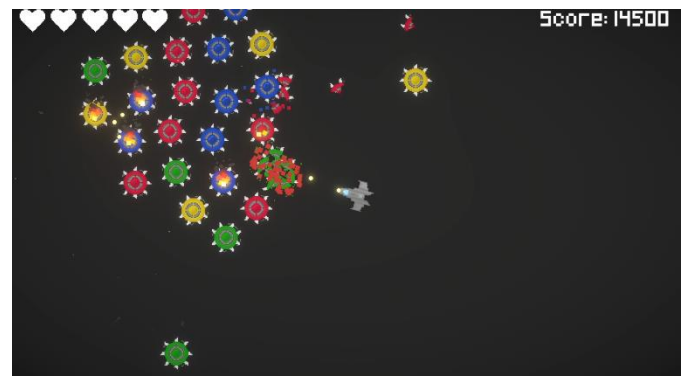
Overview

Space Connector is a top-down space shooter featuring a unique connecting mechanic. Players control a spaceship and face off against enemy ships. By tagging two same-colored enemies, players can trigger a connection, pulling them together. This causes a collision, damaging nearby enemies. Master this mechanic to strategically clear the battlefield!



Target audience and context

Space Connector is a top-down space shooter designed for fans of fast-paced arcade-like games. The game offers fast-paced space combat with a unique connecting mechanic.



USP's

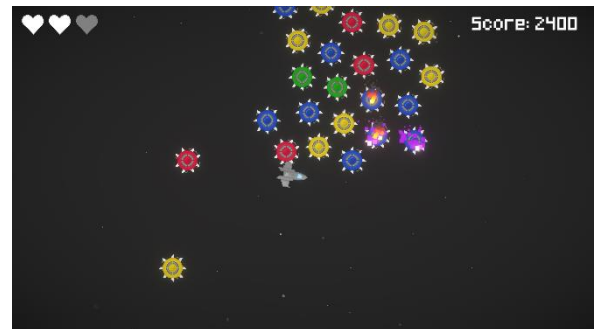
- **Connecting enemies:** In order to destroy enemies the player must connect 2 enemies of the same color, and pull them together. This combines both the typical colored bubble connector and space shooter.
- **Destruction:** The game focusses on destroying enemies, by using the debris the player can cause chain reactions, creating very satisfying gameplay.
- **Upgradable Abilities:** Players can collect XP to upgrade their ship's abilities, allowing for a personalized gameplay experience and improved performance in battles.

CORE GAMEPLAY

The gameplay revolves around strategically tagging and connecting same-colored enemies to trigger collisions and chain reactions, while carefully choosing upgrades in order not to get overwhelmed by the increasing difficulty.

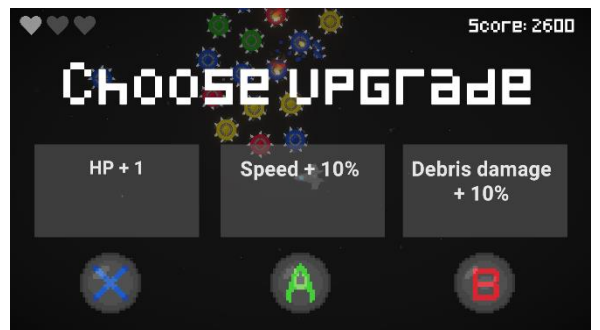
CONNECTING ENEMIES

The player has to carefully align their shots in order to hit 2 of the same enemy color types. The player can see which enemy they tagged because of the purple particles surrounding the enemy. When 2 enemies of the same color are selected, the player can hold down the trigger in order to pull them together, causing them to crash into each other while also destroying everything in their path.



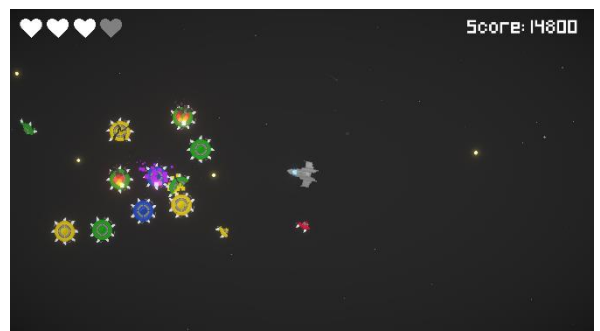
UPGRADES

Defeated enemies drop one XP point, which can be picked up by the player. Once the player collects a certain amount of XP points, the game pauses and they get the choice between 3 upgrades. These upgrades allow the player to upgrade their movement speed, pulling speed of enemies, debris damage to enemies, add extra hp,...



CHAIN REACTIONS

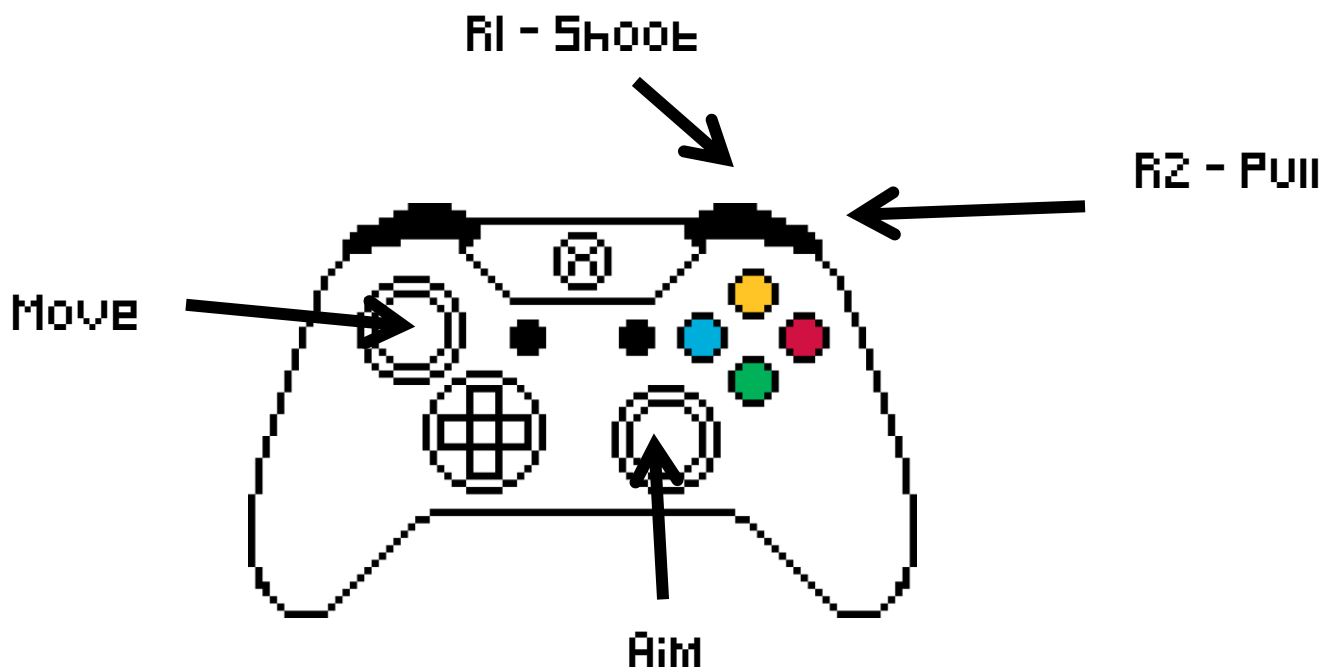
When the player gets further into the game and gets more upgrades, they can cause satisfying chain reactions, destroying hordes of enemies all at once. Because the debris of enemies will damage the others in such a high amount that a domino effect happens, destroying many of them at the same time. This is very satisfying and a great reward for the player.



Story

Players step into the shoes of a seasoned spaceship pilot, navigating the vastness of space and fending off relentless waves of enemies using advanced sci-fi weaponry.

Controls



Progression

The game starts off easy, with only a few enemies approaching the player, but as the game goes on more enemies will follow. As well as more difficult enemies which can shoot the player from afar. Fortunately for the player, the upgrades allow them to keep up with the increasing difficulty. Bigger ships and boss fights come in later, keeping the player engaged and feeling challenged.

Replayability

The game is highly replayable, mainly since the player can choose different upgrades each time they play, so one playthrough they might focus on maxing out their health and another they might go for the highest debris damage, which can cause epic chain reactions when killing enemies. Other than the upgrade system because of the fast-paced high

score based gameplay, players stay engaged and motivated to improve upon their last high score.

PLAYER FEEDBACK

When an enemy explodes, XP points are spawned, picking these up plays a very satisfying sound effect. Also the screen lights up with colorful particle effects, making every enemy defeat feel powerful. These particles and sounds enhance the game's immersive experience, ensuring that every action you take feels significant and rewarding.

SOUND

The sound design nicely complements the gameplay and gives the player the feeling of excitement and stress. Satisfying sounds are used to give some player feedback, like when shooting bullets or when an enemy ship explodes.

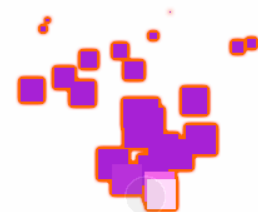
VISUALS

ART STYLE

A very simplistic pixel art style was chosen for the game sprites. The enemies in the game are animated with just two different images, which switch back and forth to create movement. The colors are very vibrant

PARTICLE EFFECTS

Particle effects are made up of simple geometrical shapes like squares. For instance, an explosion might consist of several layers of small, colored squares radiating outward, each with different sizes and colors. This layering technique adds depth and complexity to the visuals, making each explosion dynamic and captivating. The use of simple shapes allows for a clean and crisp aesthetic while also being simple to build upon. I can create new particles fast by using this layered approach.





Post Processing

To make both the enemies and the player stand out more, post-processing effects like bloom and vignette are added. The player's bullets have a trail behind them, clearly showing their direction.

