

Game Design Document

# SpaceXplorer

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## Game Identity

Endless shoot 'em all about a spaceship exploring space and shoots all asteroids.

## Design Pillars

1. Fast time
2. Environment
3. Endless replayable

## Genre / Story / Mechanics / Summary

This is an endless shoot 'em all game. The game is about a spaceship that travels around unknown space. During the flight the ship meets so many asteroids and has to shoot them all. Every single asteroid shot has +10 point. The ship would be damaged if hit by asteroids 3 times.

The ship can move in 2 directions, left and right to avoids or shoots asteroids.

## Features

1. Particle system for cool explosion effect and exhausts of ship.
2. Background music and sound effect.

## Interface

Ship movement and fire action can be performed by mouse click.

## Art Style

No specific art style. Just using free graphic assets.

1. Background: <https://steamcommunity.com/sharedfiles/filedetails/?id=1288945193>
2. Spaceship: <https://www.moddb.com/games/lazer-20/images/spaceship-5>
3. Asteroid: <https://www.adamsmith.org/blog/economics/theres-a-very-slight-problem-with-asteroid-mining>

## Sound / Music

1. SoundFX: explosion (1)
2. BG Music (1)

## Development Roadmap / Launch Criteria

**Platform:** Windows, Android

**Audience:** 7+ IGRS

1. **Milestone 1:** Game screen and spaceship complete – **06/04/2019**
2. **Milestone 2:** Gameplay complete and first playable – **13/04/2019**
3. **Milestone 3:** Packaging – **20/04/2019**
4. **Launch Day:** **22/04/2019**