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Overview

Space Crusade is a shooting simulation game that focuses on objectives to complete certain levels. The game will not only challenge your ability to navigate through various obstacles, but also test your abilities to complete level specific tasks that involve the player to be conscientious of their actions while playing the game as well. The goal depending on the level will increase in difficulty and add either more of a certain task or introduce new tasks that will challenge the player to morph their gameplay style based on the objectives given in each level.

Story

This game will take place during a time of space exploration to find new worlds to colonize on to further keep the human race alive and in competition with other races. While aboard “The Crusade” one of many ships in a fleet of exploration ships they will stumble across an alien ship damaged from battle or so that is what they thought. The alien ship in reality is luring in other ships to steal their resources and scavenge the ship for parts while at the same time trying to eliminate you and the rest of your crew. In an attempt to save the remaining crew members and prevent the aliens from hijacking their ship “The Crusade” moves into and asteroid field to prevent losing the remaining survivors. The majority of the crew has abandoned ship and now it’s up to the star fighters of “The Crusade” to save the crew and prevent the aliens from destroying the escape pods and other fighter in the fleet.

Game Play

The player will suit up and launch an attack against the alien fighters to prevent them from destroying the escape pods whilst being aware of the surrounding asteroids that if hit will result in major damage to their ship or immediate death. In each level the player will be piloting different ships in the fleet of star fighters. There will be 3 different levels with 3 different classes of ships that will take place in different parts of the asteroid field. The first level will entail the “Support” division that’s main objective is to save crew members from there escape pods. The second division the “Specialist” division will take care of securing both necessary provisions and supplies whilst also saving crew members. Lastly, the third division the “Elites” will have to escort the high priority members on board a fleet transport from being destroyed and fight off incoming enemies and destroy incoming asteroids from destroying the support ship.

Features

* The player will be able to fight in various different scenarios each with their own objectives that must be fully completed or will result in failure to complete the mission.
* Each level will have objectives to complete.
* Kill the boss at the end and you win!

Enemies

* Pod Fighters
  + Small light armor space crafts with one main weapon for attacking.
* Scavengers Pirates
  + They will shoot big bullets at you for big damage
  + They will follow your movements
* Boss
  + Random attack shoots in all directions
  + Spawn enemies
  + Shoots big weapon

Power-ups

* +1 Life
  + Brings shields to full health if gathered.
* Rapid fire with extra weapon
  + Increases rate of fire to maximum potential (with a 10-20 second time interval).
* Health replenish
  + 100 health

Game objects

* “Support” fighter with basic single fire shot weapon with slowest movement speed.
* “Specialist” fighter with double fire shot weapon with medium movement speed.
* “Elite” fighter with triple fire shot weapon and highest movement speed.
* Pod fighter with slow movement and slow interval shooting.
* Scavengers Pirates with medium movement speed and ion weapons.
* Assault Squadron with high movement speed and various attack abilities.
* Support ship with health and shield bar that must stay intact.
* Asteroids with different shapes and sizes.
* Supply crates
* Shield power up
* Rapid fire power up
* Movement power up

Sounds

* Different sounds for each weapon and explosion when colliding other objects.
* Still working on figuring out what sounds will work best.
* Music will play in the background during each level and home screen.

Level 1

Objectives

* Save 10 escape pods
* Do not let 5 escape pods be destroyed

Level 2

Objectives

* Save 15 supply crates
* Destroy 20 enemy fighters
* Do not let 5 escape pods be destroyed

Level 3

Objectives

* Defeat the enemy boss
* Do not get destroyed

Example Background

A screenshot of a computer

Description automatically generated with medium confidence

Example Objects

**Diagram

Description automatically generatedDiagram

Description automatically generatedA close-up of a star

Description automatically generated with low confidence**

**Arrow

Description automatically generated**

**A picture containing invertebrate, mollusk

Description automatically generatedA picture containing black

Description automatically generatedA picture containing invertebrate, mollusk

Description automatically generated**

**Background pattern

Description automatically generated with low confidence**