

Deep Space Adventure Design
Draft

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Introduction

“Deep space adventure” places you in the character of a space ship floating through space trying to survive past various obstacles while trying to collect points at the same time. The game is aimed at a wide audience of gamers of all ages due to its easy to understand nature and simple yet enjoyable game play.

Game outline and concept

Story:

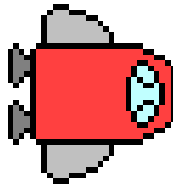
“Deep Space Adventure” will take the player on a journey through space by placing them in command of a small space-ship. The aim of your mission is to try and collect the different coloured orbs while avoiding the various obstacles you will encounter such as asteroids and alien space ships as you travel deeper into space. And try and make it home alive and with as many orbs as you can.

Your space ship has three lives, you will lose a life if you spaceship comes into contact with an obstacle. Once you lose all three lives your space ship is destroyed and its game over.

If you are able to survive long enough you will find the evil space boss who will try to destroy your ship. You must defeat him in order to survive and make it through space with your orbs. You manage to successfully defeat him you will have completed the game and your space ship will make it home.

Characters:

Your ship:



Orbs:



Obstacles:

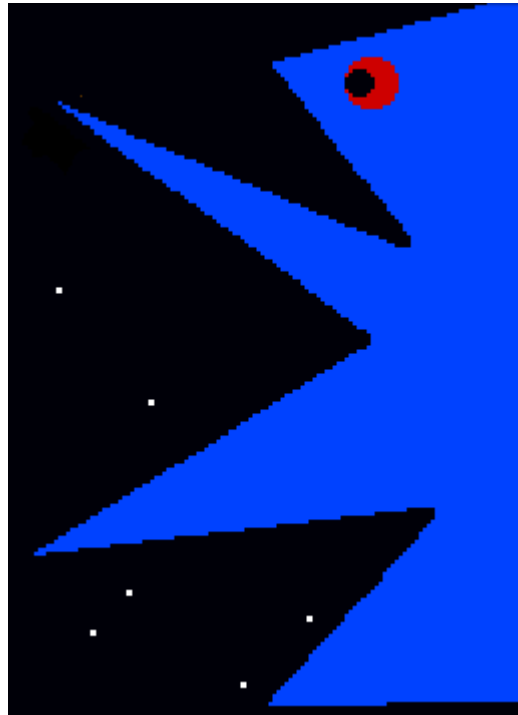


Asteroid



Alien

Final boss:



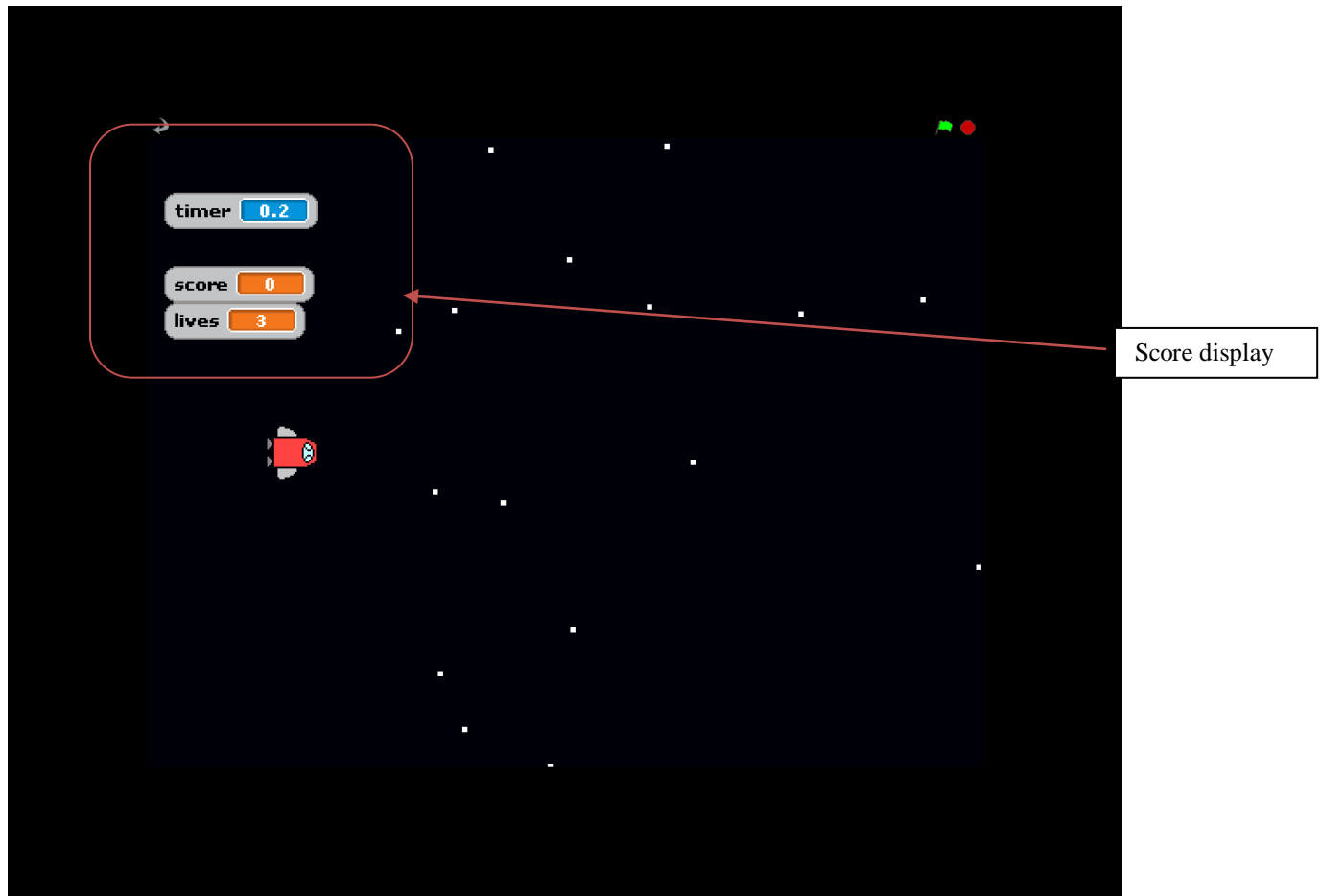
Game Mechanics

Controls

Up arrow:	moves the space ship up.
Down arrow:	moves the space ship down.
Right arrow:	moves the space ship forwards.
Left arrow:	moves the space ship backwards.
Space bar:	fires bullets from space ship.

Scoring

All scoring is displayed in the top left hand corner of the screen as shown in the screen Shot on the next page.



The timer starts from zero every time the game is started and records how long you have been able to survive without your ship being destroyed.

Your score will increase as you collect different coloured orbs (as shown in the characters section) Yellow orbs are worth 1 point, blue are worth 5 points and pink ones are worth 10. You must try and collect as many as possible while staying alive in order to increase your score.

When you lose all three of your lives and the game is over your total score will be calculated by a combination of your score you managed to achieve by collecting orbs and the amount of time you were able to survive. This score will be displayed to you on the game over screen, which will also allow you if you wish to try again.

Level Design

Although there are not separate levels in the game, the longer you are able to survive the more difficult the game will become. As with the game simulating an adventure into space the deeper you are able to travel (longer you are able to survive without your ship being destroyed) the more outrageous the obstacles may appear. For example at the beginning of the game asteroids may be our only obstacle but as you travel deeper into space you may come across alien space-ships that wish to destroy our ship as well. If you manage to survive until the end you must beat the final boss at the end in order to successfully complete the game and your space ship to make it home safely.

Visual Style

The game will make use of a 2D style of graphics. Although the game uses a parallax scrolling star background throughout the game in order to create the illusion of you travelling through space.

Audio Style

“Deep space adventure” will mostly make use of sci-fi sound effects in order to further engross the player into the feeling and environment of the game. Most of the audio files that will be used will be the ones provided by the Scratch program when you download it, or ones I have created myself.

Copyright materials

Space ship sprite: <http://wosgamers.co.uk/wiki/intro2gd/Class-Materials>