

## Ludum Dare 46

### Keep It Alive!

In this game you will take the role of a company that takes jobs defending planets, space stations and luxury space homes using the latest in technology.

Shields, lasers, satellites and mines are your tools. Asteroids, aliens and Space Monsters are your enemy.

If you do a good job, you will be rewarded and your reputation will grow. The better your reputation, the more better paying customers you will get. Do a bad job, or let someone's precious home be destroyed, and you will no longer be in business.

### Gameplay

The player starts the game and is greeted and can see a screen filled with flying asteroids, alien ships and other weird things. There are three options for the player.

The Play button will start the game, the About button will tell the player about the making of the game as well as licenses and fair use, and the Quit button will exit the game.

When Player presses the Play button she will be presented with three slots from which to play. Picking an existing slot will continue that game, while clicking an Empty slot will prompt the Player for their name.

The Player sees a small spaceship travelling at light speed from the left to right side of the screen. As the Player prepares the words "Protect The Planet" is flashing and a small image of a spinning asteroid is below it with the number 20 on it.

The ship begins to slow down and you can see a large planet come into view. The Planet begins to shrink and slowly moves to the middle of the playing area. At the same time, the ship begins to orbit and a number of small spheres begin to emit from the ship. These small spheres slowly start to orbit around the planet. A small message pops up on the screen showing you a picture of your mouse scroll wheel, and the W and S keys. The player moves the mouse wheel and notices that the tiny spheres around the planet begin to move in the direction of the wheel. She also presses the W and S keys and notices that it does the same thing, although with more precision than the wheel.

From one side of the screen the player can see an Asteroid coming towards the planet. The player can do nothing to stop it. As it floats towards the planet, it comes in contact with the orbiting shields. Instantly the shield is destroyed, leaving a hole in the overall shield structure.

Two more Asteroids come towards the planet, and one is heading for the same place where the last one hit. The Player uses the mouse wheel to rotate the shield so that it will hit a different piece of it. The Player notices that the image of the Asteroid on the screen with the number 20 is now down to 17.

The Asteroids continue to come into view and the Player continues to rotate the shield until all of the Asteroids are gone. She did not let any of the Asteroids through and receive 50c into her account.

She is then presented with a Scene that shows another planet. This one has a picture of an Asteroid with the numbers 25, and a monetary value of 100c. She selects it and we then see the current planet fade off into the distance while the ship picks up speed to travel to the next planet.

#### Other Thoughts

- player can click mouse to send nearest shield segment in that direction where clicked
- monster can be destroyed by shield segments or satellite lasers
- save game data to computer
- send high scores to dreamlo (player name, score)
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#### Game View Dimensions

480x480 (1x) 960x960 (2x)

Full Screen mode will display 2x

## Game Scene



## Entities

Ship

Shield

Asteroid

Planet

Station

Alien

Projectile

Monster

Satellite

Spawner

## Game Rules

### Ship

- is not controlled
- always orbits around a planet or station
- cannot be destroyed
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## Shield

- can orbit around a planet or station
- always rotates
- has toughness
- controlled by player
- always moving
- can be redirected
- can damage
- 

## Alien

- accelerates towards middle
- can be destroyed
- can shoot
- can move in patterns
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## Asteroid

- accelerates towards middle
- can be destroyed
- always rotates
- 

## Planet

- has low value
- always rotates
- has toughness
- 

## Station

- has high value
- never rotates
- has toughness

## Projectile

- cannot be stopped
- destroyed on impact
- does damage
-

## Satellite

- orbits around planet or station
- can be destroyed
- can shoot
- 

## Monster

- remains stationary
- can shoot in patterns
- cannot be destroyed
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## Spawner

- creates entities
- can pool objects
- can randomize locations
- is a controller
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## Components

- velocity - contains a direction with speed
- collides - can collide with things
- orbit - orbits around something
- rotates - it can rotate
- controlled - can be controlled
- shoots - can shoot
- toughness - how strong something is
- pattern - a pattern an object moves in (like a sine wave)
- projectile - a projectile from an owner that does damage
- spawner - spawns something
- smoothing - moving entity slows down as it approaches its target
- rotatable - can rotate
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## Tags

- ship - entity is a ship
- alien - entity is a alien
- monster - entity is a monster
- player - what the player is trying to save (planet, station, etc)

- satellite - is a satellite
- controller - is a controller
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## Systems

### Common

- Rotating - something is rotating
- Moving - something is moving
- Shoot - shoot something in a direction
- Orbiting - something orbiting around another entity
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### Asteroid

- AsteroidHit - the asteroid has collided with something
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### Shield

- ShieldOrbit - shield is orbiting
- ShieldMoving - the shield is moving in a direction
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### Alien

- AlienHit - the alien has collided with something
- AlienMovement - controls the alien movement pattern
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### Monster

- MonsterHit - the monster has collided with something
- MonsterProjectiles - control projectile pattern from monster
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### Player

- PlayerHit - the planet has collided with something
- PlayerInput - for controlling the shield
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### Spawner

- Spawner - base spawner
- AsteroidSpawner - spawns asteroids

- AlienSpawner - spawns aliens
- MonsterSpawner - spawns monsters

## Game

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