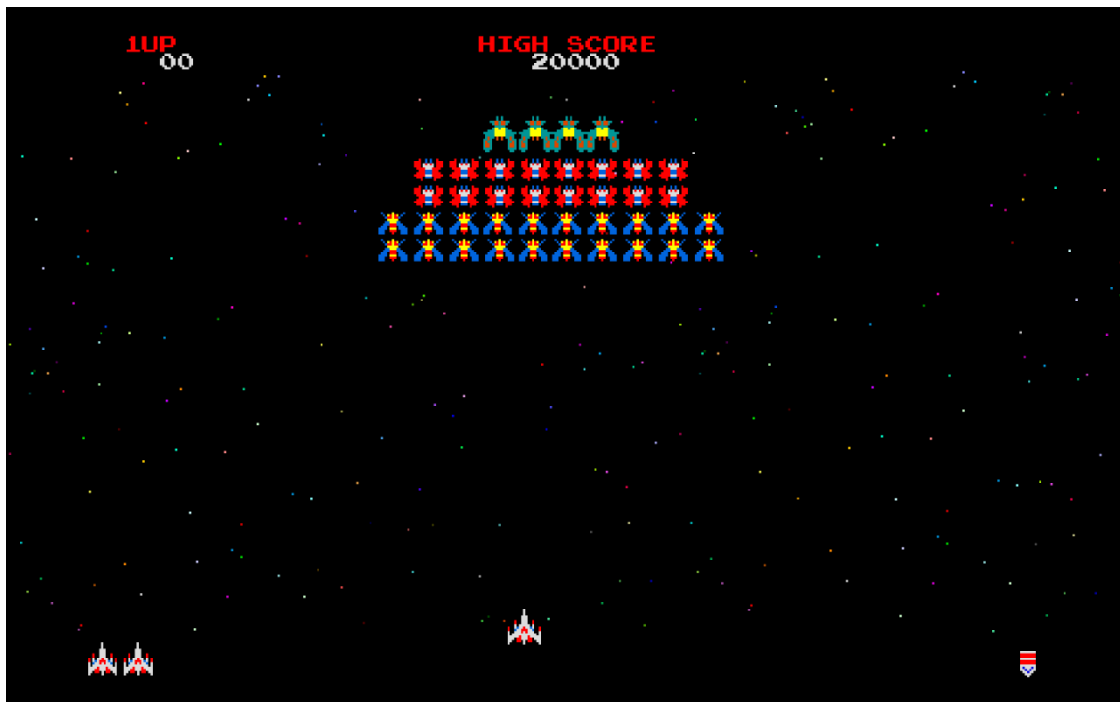


## Game 3 - Space Shooter



## **Game Brief**

Game Name: Space Shooter

Game Genre: Fixed Shooter

Game Concept: The hero tries to survive and eliminate waves of enemies.

Victory Conditions: Get to the end of the level, obtain the most points, or survive the longest.

Defeat Conditions: Become eliminated by touching an enemy, obstacle, or hit by enemy projectile.

Controls:

- Hero Movement

- Hero Fire Projectile

Required Resources

- Actor with 2 animations Movement and Die - Recommended between 32 and 64 pixels

- Enemy with 2 animations Movement and Die - Recommended between 32 and 64 pixels

- Level Background - Photoshop - 600 x 800 pixels

- Title Screen - Photoshop

- Victory Screen - Photoshop

- Background Song - Garageband

- Necessary Sound Effects - Garageband

- Custom Font - DaFont.com

Required Logic

- Actor Movement

- Actor Die and Reload

- Actor Fire Projectile

- Actor Lives

- Enemy Create

- Enemy Movement

- Switch to Victory Scene

- Switch to Level

- Play Music

- Increasing Score, or time, or points

Version 1 Due:

Final Version Due:

## Game art and Media Design

### Resource List

Directions: Create rough sketches or plans for the games necessary resources in the spaces below.

3 Actors - Hero, Enemy, Laser

#### **Example**



Level Background, Victory Screen, and Title Screen - Photoshop

#### **Example**



Background Song - Garageband

Description of song:

Sound Effects - Garageband

Description of sound: