

Darth InVaders

Design Document

Development Team

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Game objects

The main game object is the spaceship that is controlled by the player with the keyboard. It is able to fire off a laser and unguided rockets. Multiple enemy spaceships are trying to attack the player's spaceship. The player's spaceship can be destroyed by collision with an enemy spaceship or the impact of an enemy rocket (depends on progress of implementation). The player's spaceship is positioned at the lower end of the screen at the beginning. Enemy spaceships enter the screen at the top of the screen.

Sounds

We will use two sounds in this game. One sound is played while shooting the laser, the other one is an explosion sound and is played when a rocket hits a target or the player activates the self-destruction of the rocket.

Controls

The movement of the player's spaceship is controlled by keystrokes: left, right, down, up. One special key fires off the laser, another one fires off rockets. One special button activates the super pursuit mode – the spaceship is faster in this mode.

Game flow

At the start of the game the score is set to 0. The player's spaceship is positioned at the lower end of the screen. The game immediately begins. When the player presses the <Esc> key the game ends.

Levels

There is just one level.