

# Chromatophobia

*Design Document*

## Development team

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## Genre

Space Shooter

## Game Scope

Eliminate as much enemy space ships as possible while trying to survive.

## Game objects

There will be the following game objects:

- Player
- Gravity source
- Enemy
- Projectiles
- Power ups
- Game field border

First of all there will be a game object that represents the player. The player will be able to move inside the borders of a well defined area in space. The player's movement will be affected by the force of several gravity source objects that reside inside the game field boundaries. A gravity source's movement is affected by the force of other gravity sources. If a player touches a gravity source he will be rebound. In addition to the player and the gravity objects, enemy objects will spawn in the game field. Enemies can move like players and are also attracted by gravity. The player and the enemy objects as well can fire projectiles at a specific fire rate. If a projectile and a player or enemy object collide, the projectile will explode and the player/enemy will lose a certain amount of energy. If a player or enemy object has no energy left, it will be destroyed. If a projectile hits a gravity object or the game field's border, the projectile is destroyed as well. Some enemies leave power up objects if they are destroyed. The player will be able to collect these power ups to get enhanced weapons, speed upgrades or energy.

## Sounds

There will be the following sounds:

- Background music
- Projectile sound
- Explosion sound
- Power-up-pick-up sound
- Game-Over sound
- Wall Bounce sound

The above listed sounds will occur in different situations during the game's lapse except for the disturbing background sound which will be looped throughout the game. A projectile sound is used when a projectile is fired, followed by an explosion sound if the projectile detonates. The explosion sound is as well used if any other object detonates. A power-up-pick-up sound is played if the player picks up a power-up. Finally the game over sound is started if the player detonates.

## Graphics

The game's graphics might result in eye bleed, nausea and seizure because of the excessive use of flashing lights and penetrative colors.

## Controls

- Keyboard
- Mouse

The game will support the keyboard as an input for the player's movement and the mouse as an aiming input device.

## Extras

- Game console
- Heat seeking missiles
- Gravity gun

There will be a game console in the lower part of the game's window, which displays various game messages and pieces of wisdom.

There will be two special weapons available. The first one will be a rocket launcher firing off heat seeking missiles which target the enemy which has the smallest distance to the rocket. The other special weapon is a gravity gun which fires a high gravity project that attracts even other gravity sources.

## **Game flow**

At the start of the game the score is set to 0 and the player's energy is at full level. The player is spawned inside of the game field's boundaries. Followed by the player some enemies are spawned. If the player eliminates an opponent, he/she is rewarded with a certain amount of points that are added to his overall score. The more enemies the player eliminates, the more enemies spawn. The game stops if a player hits the <Esc> key or loses all of its energy. The player can restore his energy by picking up health power-up items.

## **Levels**

There is only one level. The level's difficulty increases over time and over the number of eliminated enemies. The level's size is, as described above, limited by game field borders.