

Design Document

- Whole name: **Not just another fucking space shooter**
- Short name: **Shooter**

Concept

It should be an arcade side-scrolling space shooter without story and with simple controls and the easiest possible weapon system. Three types of enemies, one of them is boss – final enemy. Humble interface and intro, constant background, no game menu. Possibility to pause the game. Neither music nor sounds are counted with.

Game screen

Player's ship (PS) can move across the whole game screen, enemy ships come from the right side of the screen and they move to the left. Behaviour of enemy ships is described later. Life counter is in a form of a „pie“, which is divided into eight parts and is situated in right bottom corner.

Weapons of PS

It has only one weapon. Not very quick, inertialess, effect on enemies is described in the next part. Projectiles are shot from the nose of player's ship. Unlimited ammo.

Enemies

Basic enemy (BE)

- Primitive behaviour, shoots periodically and slowly
- Its movement is pre-scripted, it moves straight or makes sinusoidal curves with low amplitude (those „waves“ are small)
- Shot takes 1/8 of PS's life
- Collision takes 3/8 of PS's life and BE explodes
- Can be destroyed by 1 PS's shot

Advanced enemy (AE)

- It is a bit more „intelligent“ than BE, shoots two shots in a row. One shot consists of two projectiles, flying in a parallel way, one above another. Time between shots or rows is not constant, it is random a bit.
- Movement is more complicated, larger amplitudes, fluent, no radical changes.
- Shot takes 1/8 of PS's life
- Collision takes 4/8 of PS's life and AE explodes
- Can be destroyed by 2 PS's shots

Boss

- Exact behaviour will be described after betatesting. Its ship has a shape of cross-over sickle and hammer. When it shoots, metal part of the hammer (head) separates from the "body" and flies towards PS. It explodes in about $\frac{1}{4}$ of the screen, creating five projectiles, which form the shape of half-star (or just semicircle). Each of them deals $\frac{2}{8}$ of damage upon contact with PS. Maneuverability of hammerhead is limited. PS is able to evade projectiles, although it shouldn't be easy.
- Hammerheads are shot in rows of two and PS should have a chance to make a counterattack after their explosion.
- Boss moves only on y-axis, its destruction takes about 30 shots.
- Collision of Boss and PS means destruction of PS.
- If PS gets closer to Boss than about 40px, Boss starts to fire faster.

Start of game

There is the universe on the background. We can see Shooter logo in the middle of the screen, which starts to shrink in about 1.5s and it shrinks until it disappears. A red dot and title „REC“ is shown in upper right corner, both of them are blinking. This way I tell the player that he can't control the game at this moment. PS comes from right side of the screen (vertically in the middle of the screen), it stops about 35px from right side and it shoots. Two AE fly from left side, one above another. They stop about 50px from left side. After about one second they retreat and disappear. Three BE are coming in triangular formation, red dot and REC disappear. Arrival of other enemies is a matter of level design.

End of game

A) Player won: ?

B) Player was killed by boss: boss turns 45° , flies to the bottom right corner and his ship turns into white symbol (fast transition, but not a jump). Another symbol appears on the left side of this one. And then another, more and more, until the whole screen is covered by them (speed of „covering“ is increasing). Finally, symbols disappear (background stays) and a sign „The End“ arrives from the bottom side of the screen, followed by credits (our names and jobs).

C) Player was killed by other enemy: enemy ships fly away fast (increased speed) and boss arrives. It continues as described in B.

Controls

- arrows = ASDW = ship movement (up-arrow = W = movement up)
- space = CTRL = fire
- pause/break = P = pause
- both into and outro can be skipped by Enter