

Ship!

Game Design Document

Overview:

Ship! is currently a 2-4 player “fly and gun,” survival space shooting game where players will fly around a space arena, littered with asteroids, space stations, and other objects; attempting to locate a beacon that is hidden somewhere in the level. During the match, players will be able to acquire different weapons, through power ups that will be dispersed throughout the level; that will aid them in the fight against their fellow players. If a player is killed during the match, then they are eliminated for the duration of the round. There is one round for each match. The game is one shot to kill so players must be very cautious and play wisely. Risky players wanting the challenge of flying through tight corners and spaces between ships will be rewarded with more powerful weaponry.

Core Descriptors

- Avoid Collision
- Shooting Other Players
- Be The Last One Standing

Winning and Losing

The object of the game is to shoot the other players before you get shot by them. A player is eliminated after getting shot by another player or slamming into the environment. The last player alive is the winner.

Frequently Asked Questions:

- How do you start a match?

Players begin at their own spot on the map each time they play.

- How many people can play a game at one time?

The game plays with either two or four players.

- How does the player know what he/she placed when the match is over?

Right now, the game does not support a placing system. Due to the fact that it's unnecessary and time constraints we felt no need to place on in at this time.

- How do they ram their pods into one another?

Players use the joystick to navigate through out the game. Players will also be able to navigate into other players bumping them into other players or various objects.

- What is the level like?

The players are set in space in the middle of what was a battle field where ships have been completely destroyed. There is a lot of debris, asteroids, and openings in ships that act as an obstacle for players to navigate through.

- How do you determine when someone gets thrown off into an asteroid or another piece of environment?

We have collision detection in the game, so if a player bumps another player hard enough (via thrusting) the player can be shot off into an asteroid or ship.

- How do you show the level that so that everyone can see it?

The game is played in split screens. Each player has their own individual frame (and camera) from which to view their ship, and the action around them.

- What other obstacles are you referring to? How do they do damage to you? Do they slow you down or just hurt you?

Obstacles include Cargo ships, Satellites, Asteroids of all sizes, Docking bays, other players. These all have a collision detection based on size. If the player runs into one of these objects, they explode and are not able to continue.

Future Design Overview:

It is possible that the game will include multiple modes of play in addition to death match, such as; locate the beacon, capture the flag, and team death match. As well as other levels that may incorporate a city or multiple cities connected by tunnels that players would have to navigate through.

Game States

Number of Players -

A title screen appears and players may choose between 2 and 4 player mode to begin the game.

Instructions -

This screen is shown after the number of players screen, instructing the player how to play the game. It shows the player how to control their avatar by listing what each button does.

Play -

Once the instructions screen is gone, the level will load and players are free to move their avatar about the level.

End -

The last person alive is the winner. After this screen, the game returns to the number of players screen.

Future Game States:

Proposed game states for the new revamp of the game are as follows;

Cinematic –

A short cinematic that displays a world being blown up followed by the title racing towards the viewer.

Title -

Screen displaying game logo on an animated background; players press the start button to continue.

Number of Players -

Players may choose between 2 and 4 player mode.

Ship Select -

Shown after the number of players screen, the ship select screen allows the players to select which ship they wish to use as their avatar.

Game Mode Select -

Shown after the ship select screen, allows the players to choose between different modes of game play, such as; locate the beacon, capture the flag, death match, and team death match.

Arena Select -

Shown after the game mode selection screen, the arena select screen allows the players to choose which arena they wish to play in.

Instructions -

Shown after the arena select screen, the instruction screen instructs the players on how to play the game through detailed pictures and animations.

Play -

Once the instructions screen is gone, an announcer counts down before the ship battle begins. Once the beginning of the match is established players are free to move their avatar about the level.

End -

The person or team to fulfill the winning requirements (based on the game mode) is declared the winner. During this screen the game opens a scoreboard for players to look at. Then this screen cycles back to the title screen.

Game Mechanics

Dodging:

A main mechanic of this game is to be able to weave in and out of objects and other space ships. The players use the analog stick to maneuver around these objects. In addition to the analog stick, we plan to add in a “banking” maneuver. The back left and right triggers on the controller will allow players to rotate 90 degrees left or right. This can be used for quicker turns or to avoid environmental obstacles.

Thrusting:

Players use the thrust mechanic to gain speed. One button is required to be hit and held to continue thrusting.

Collision:

Players are able to collide with other objects causing them to explode. Players can also collide into other players to force them into objects to make them explode.

Controls Consist Of:

- Boost/Brake - moves the player forward in the play area, releasing the button will slow them down.

- Left - rotates the player's ship left.
- Right - rotates the player's ship right.
- Up - moves the player up towards the top of the arena (up refers to the player's perspective from inside the pod).
- Down - moves the player towards the bottom of the arena.

Winning & Loosing

Player Loose Conditions

- If the player comes into contact with any object in play, other than the other players, this will trigger a loose condition.

Player Win Conditions

- If the player is the only one left alive, this will trigger a win condition.

Future Game Mechanics

Weapons:

Weapons will add to the control that the player has over causing destruction to other players. These weapons will be icons floating around the board that the player can pick up and use to help cause destruction to his enemies.

Health/Fuel Packs:

These icons floating around the board will help the player gain back his resource. We have not decided on whether or not the player will rely on health or both health and fuel.

Beacon:

This will be the goal of the game; to race to find and obtain the beacon. Once a player has the beacon it can be stolen by killing that player. The player who kills the beacon holder obtains the beacon. The game ends with one player left.

Re Spawn:

The player will be able to re spawn on different locations as long as the beacon has not been found. Once the beacon has been found and the player has been destroyed then they are eliminated from the game.

Asset List

- Level 1: Space Ship Battle Field
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- Assest List:
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- -Ship Part 1 Focal Point of the Level. Players can fly inside of it.
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- -Ship Part 2 Tail end of a cargo ship
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- -Ship Part 3 Thrusters
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- -Ship Part 4 Front end of a cargo ship
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- -Ship part 5 Generic base of a ship
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- -Ship Parts 6-10 Extensions of ship part 5
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- -Asteriod 1- Giant Asteriod
-
- -Asteriod 2- Medium Aseriod
-
- -Asreriod 3- Small Asteriods
-
- -Ship Debris.
-
- Sky Box
-
- Alien Ship Parts 1-4 Alien Extensions of ship part 5.