

Project S

Team Origin
Ver. 0.1
10/30/2021

Story

You are Ship Lord!

You need to go back to your home on the Planet M00R.

The bad guys don't want that.

They can't tell you what to do!

Fight them to go home!

Objective

Survive each level, trying not to lose all your health.

Get the highest score possible.

Defeat the boss at the end of the five levels.

Obtain powerful items to manifest your destiny as Ship Lord.

Gameplay

- Players will play across levels where enemies get progressively stronger.
- To combat this, they will also receive special items as they progress which will increase their stats or give them special abilities.
- In the final sequence of the game, they will face a boss that tests their skill and item collection.
- Players will have to develop a good understanding of the patterns in each level and also lightly test their luck in order to get the highest score in the game.

Levels

Level 1: “A Walk in the Park (Except the Park is an Endless Void)”

- Starter Level, empty patch of space with few enemies

Level 2: “Slightly More Enemies (This is actually what we had written down)”

- Slightly more enemies,

Level 3: “Revenge of the Ship (Wait, what?)”

- More difficult enemies, slightly higher spawn rate.

Level 4: “Stupid Level Name (We’re out of ideas)”

- Even more difficult enemies, higher spawn rate.

Level 5: “Project S (Name pending)”

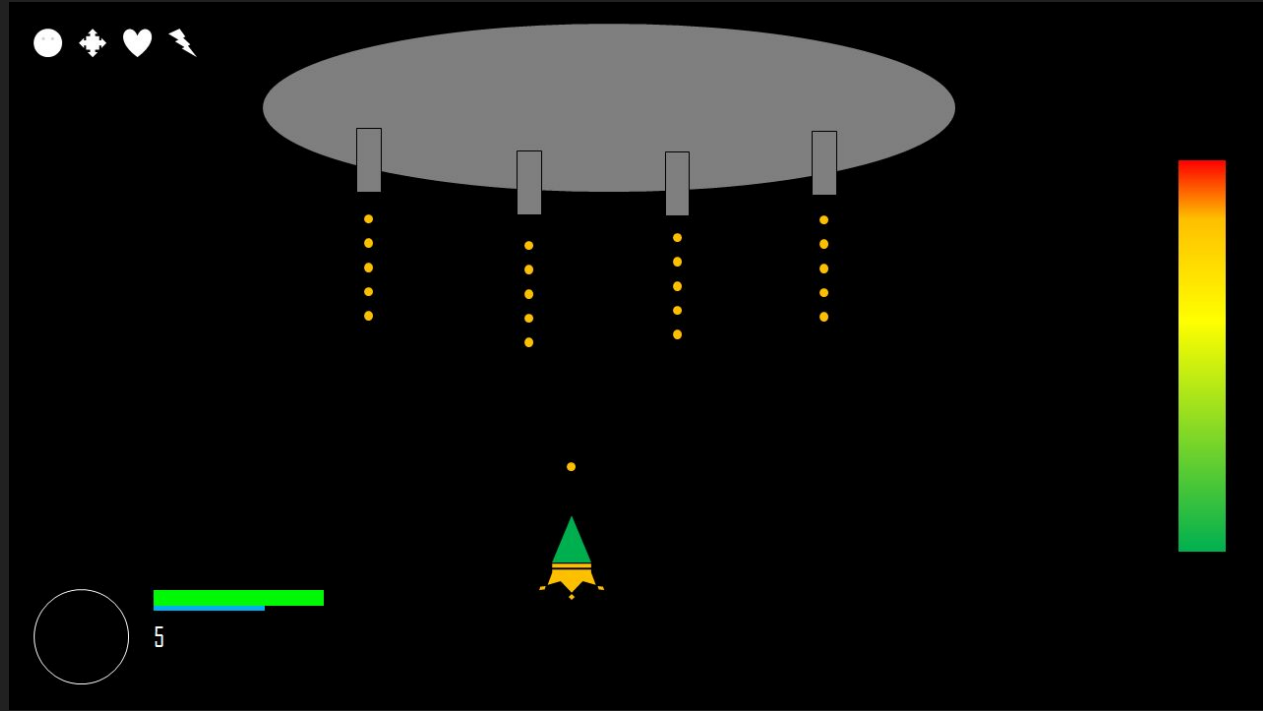
- Boss battle level, with a few easy enemies at the start.

Any likenesses to existing persons or real world circumstances is unintentional.

Boss Fights

Levels 1 - 4 do not have a boss

Level 5 involve the player battling against a giant ship known only by the designation C0-V1D



Prototyping

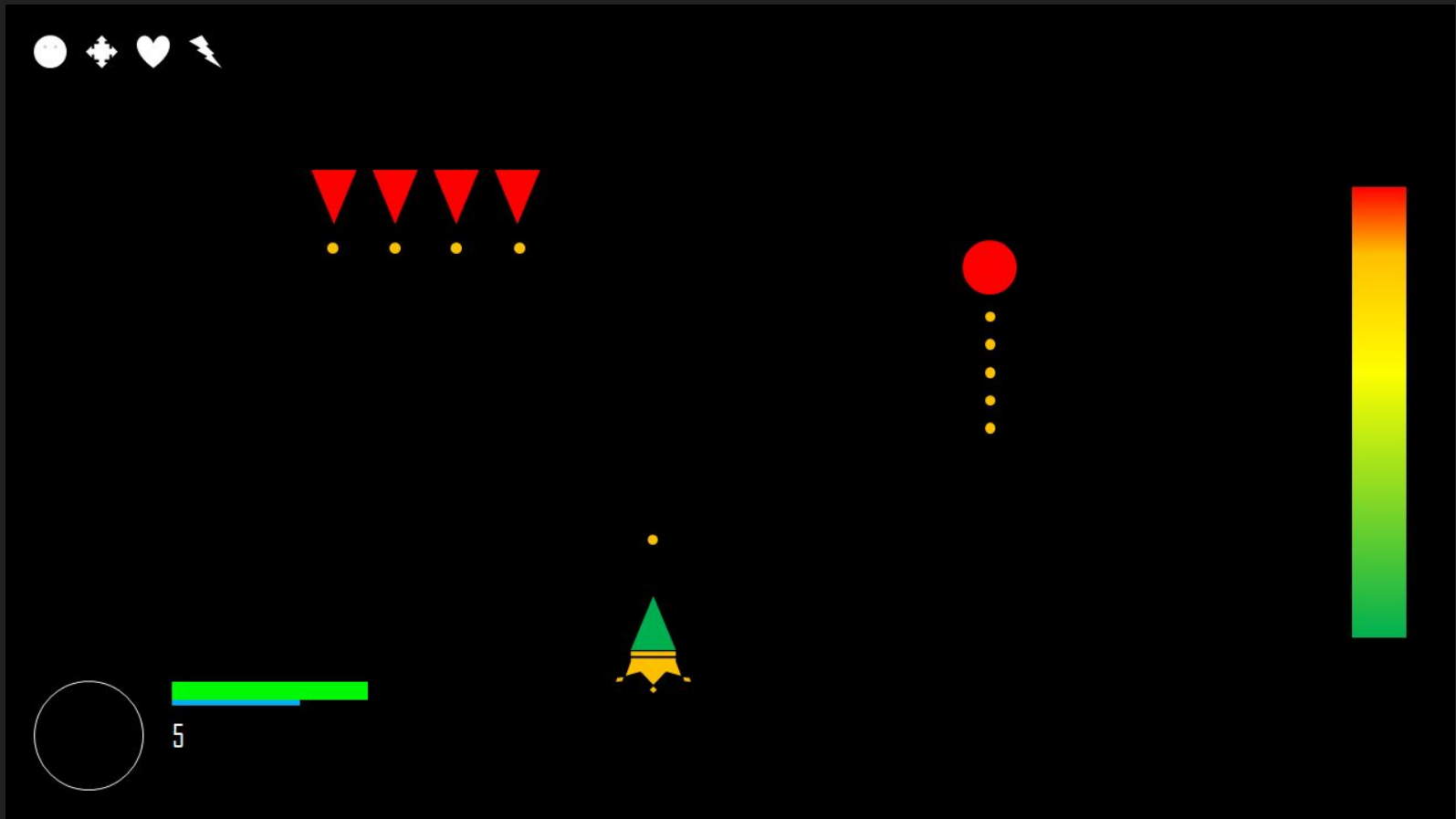
Character Selection

Player Behaviors (Health, Abilities, Stats)

Enemy Behaviors

Power-ups

Local Multiplayer



A(mazing) UI Mockup

Ideas Wishlist

Diverse backgrounds (ship graveyard).

Secret sixth level (clone wars)