



# Space Zodiacs

Game Design Document v 1.0

Development

Agile iteration, adding sophistication at interim. ...

**SpaceZodiacs.com**

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## **Game Overview**

Star Shooter in Ori Ball shoots Space Junk, avoids collision and debris.

Star Shooter maneuvers into Warp Speed to capture a Space Warrior Trajector.

By tapping and holding the screen, Star Shooter's Ori Ball captures a Space Warrior Trajector.

Upgrade is Star Shooter's Holographic Chi.

Star Shooter capture of Trajectors changes the game's visuals.

Alternative: Star Shooter races against two other Ori Balls to traverse into Warp Speed.

- **Game Concept:** holographic universe simulation game.
- **Genre:** scalable 2D action, strategy and puzzle.
- **Target Audience:** casual gamers.

## **Look And Feel**

Random vector graphics.

## **Gameplay and Mechanics**

Objectives.

- \*Shoot Space Junk and Traverse Light Speed.
- \*Capture Trajectors and Achieve Holographic Levels.

## **Gameplay Flow**

Ori Ball shoots as much Space Junk as possible, avoids collision and attacking Trajectors to control Holographic Universe

- Space Junk spawns on screen.
- Ori Ball shoots Space Junk.
- Ori Ball maneuvers debris.
- Ori Ball achieves Warp Speed.
- Ori Ball captures Trajector.
- Holographic game visuals change.

## **Mechanics**

Axis to traverse Holographic levels on screen.

Combat shoots and maneuvers from Space Junk collision and exploding debris. Attacking Trajectors are captured to traverse Holograph.

### **1) Interface**

#### **Visual System**

- **HUD**

- \* Ori Ball Avatar
- \* Space Junk Kills
- \* Holographic AI Health

#### **Control System**

- Tap to shoot
- Toggle finder to maneuver

#### **Audio, Music, Sound Effects**

- Laser Shots.
- Exploding Space Junk.
- Collisions.
- Holographic AI Life.
- Momentum of battle.

### **2) Game Art**

Adobe Illustrator, scalable.

- 1) Holographic Universe Background.
  - a) Heavenly Palace - AI.
- 2) Ori Ball
  - a) Avatar.
  - b) Laser Shots.

- 3) Trajectors and Space Junk
  - a) Trajector topedos.
  - b) Fragments.
  - c) Capture.

- 4) HUD
  - a) Ori Ball.
  - b) Trajectors.
  - c) Space Junk.
  - d) Holographic Health.
  - e) Space Junk Kills.

5) Start.

6) App Icons.