



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 shoot 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 Cryto-Chi.

Star Shooter capture of Trajectors creates Social Transmedia marketplace with blockchain protocol.

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 shoot 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.