SPACE INVADERS REVAMP

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CORE CONCEPT

An arcade Co-Op game where you and your partner shoot down aliens before they destroy your space station, So speed through space having total control over your space jet, dodging projectiles, Button mashing your wide range of bullets, Blasting waves of enemies to earn the ultimate title of the better alien killing spaceship
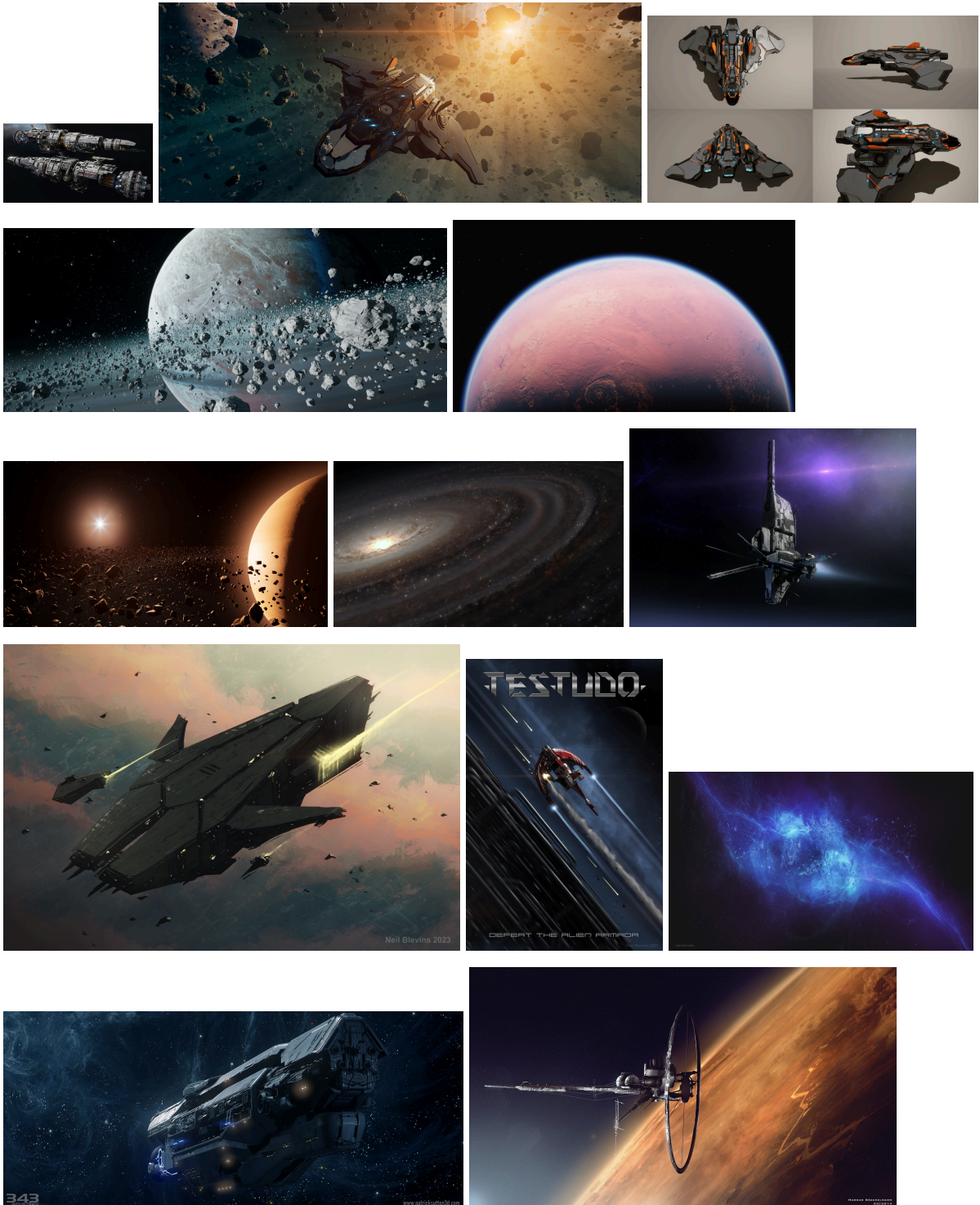
MAIN FEATURES

THE REVAMP FEATURES

NO	ORIGINAL	REVAMP
1.	Restricted Movement from side to side	Full control over the movement W dash and boosters
2.	2D locked camera	3D World with dynamic camera
3.	Single player	Local CO-OP
4.	One projectile type	4 different projectiles(Basic,heavy, charged & spl)

THE ORIGINAL FEATURES

➔ The Arcade element
- ◆ The feeling that the game's gonna give while playing is going to be similar to the original
- ◆ Replayability
- ◆ High score
- ◆ Simple controls to master

➔ Enemy dynamics
- ◆ In both the games enemies are gonna shoot at you whilst following a specific pattern of movement which is heading to the end goal
- ◆ When they reach to a certain row its instant game over for you

➔ The wave system
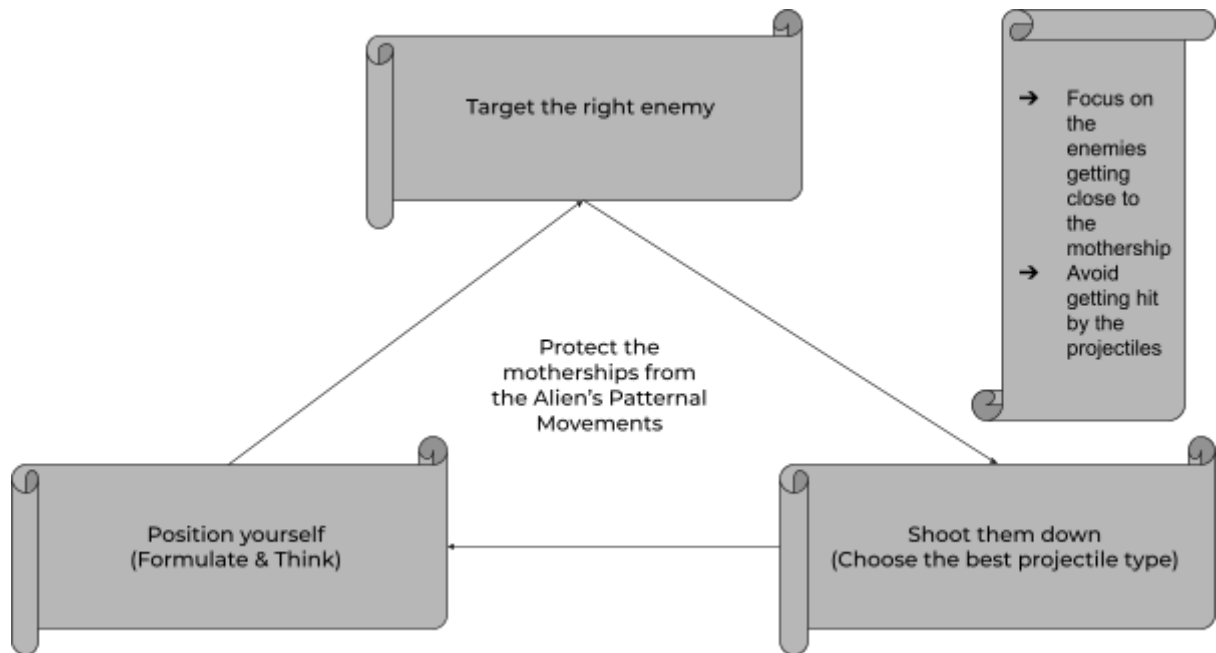- ◆ progressive difficulties and the level refresh

VISUAL STYLE

➔ An "Unreal Engine" RTX realistic Graphics
➔ Void and Space BG
➔ Sci-fi
➔ VFX Intensive(Niagra)

GAMEPLAY ELEMENTS

LOOP

Target the right enemy

→ Focus on the enemies getting close to the mothership
→ Avoid getting hit by the projectiles

Protect the motherships from the Alien's Patternal Movements

Position yourself (Formulate & Think)

Shoot them down (Choose the best projectile type)

PLAYER

→ Movement
- ◆ Basic multidirectional Space movement
- ◆ Hyper speed boosters
  - ● Short time
  - ● With dolly zoom
- ◆ Dodge roll to either side
- ◆ Short dashes
  - ● 3 charges that'll fill over a time
→ Shooting
- ◆ Basic attack
  - ● Quick damage attacks
  - ● 1 enemy spread
  - ● Button mashing friendly
  - ● Bullet rounds

- ◆ Heavy Attack
  - Missiles
  - 3 Enemy spread
  - 5 charges and need to wait on time for reload
- ◆ Charged attack
  - Energy ball
  - 7 enemy spread
  - Needs a certain scaling to be deployed which needs time and also stops movement
- ◆ Special attack
  - Kamehameha
  - 15 enemy spread
  - Can be used only once
- ➔ Health System
  - ◆ 10 hearts
  - ◆ Can't gain health

ENEMY

Objective Enemy (type 1)

These enemies will only follow their movement pattern and get to the mothership and occasionally shoot random homing missiles at you which you need to dodge roll to escape
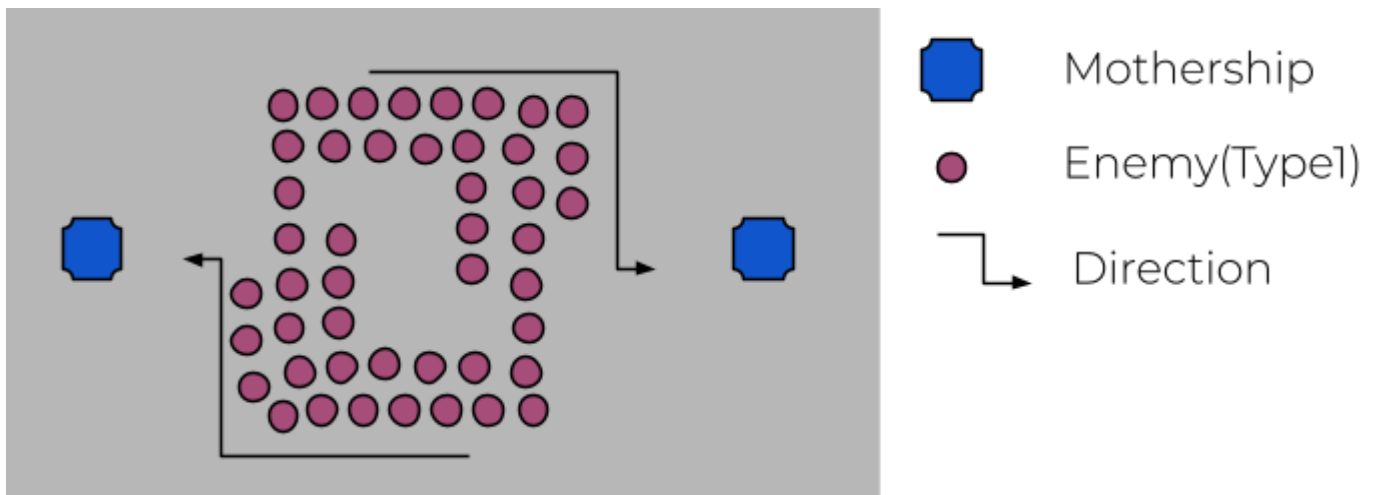
Sucide Bomber Enemy (Type 2)

They'll spawn randomly around the world and start following you and all they do is try to hit you so kill them before they hit you
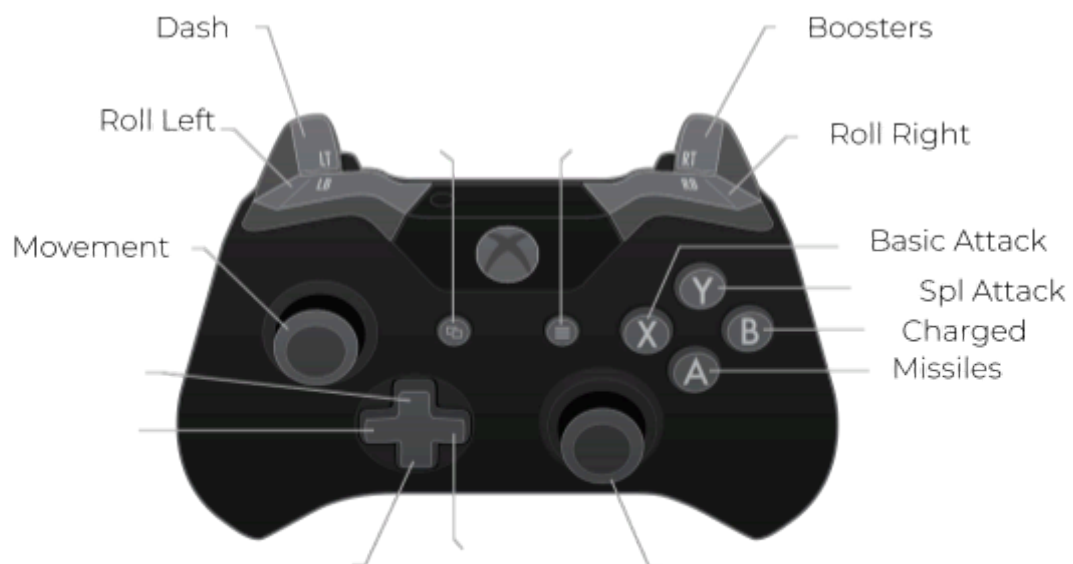
➜ 2 damage
➜ Every 30 seconds
➜ 1 health

Bullet spaceships (Type 3)

They'll also spawn randomly and choose some patrol points from which they'll keep shooting basic bullets at you

➜ 1 damage
➜ Every 20 seconds
➜ 3 health

CONTROLS

DESIGN PILLARS

➔ **Spatial Positioning:** having no control over the camera on where to get vision, it requires the entire hull of the jet to turn, Making the players question every position that they take up to shoot enemies

➔ **CO-OP:** Since the game being fast paced it requires very minimal level of strategizing and the game having a simple objective to defend makes it fun to play with a partner where the players hope that someone will have Their backs

➔ **Total Control:** the movement set of the jet is in abundance W Dash,boosters, roll, its easy for the players to come up with movement combos which will always keep them engaged

➔ **Button Mashing:** Every Action button is mapped to a Projectile and every Projectile you have to hit a button which makes it a bit overwhelming when there are more enemies adding to the fun

➔ **Overall:** Just the idea of being put into space with a partner who's next to you on a split screen with multiple enemies and having the ultimate space jet to blast them off kinda like a sandbox game gives players more incentive to replay the game over and over