Cows in Space

C:\Program Files (x86)\Microsoft Office\MEDIA\CAGCAT10\j0149627.wmf

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**Summary**

Two warring factions have been competing over control of the galaxy for decades. Both factions are fighting over the last herd of cows known in existence. The war has been ongoing for so long that resources are becoming scarce and salvage from previous battles or asteroids have become the only source of fuel for the war machine. You take control of one of the factions and battle for control of asteroids and ship salvage.You must destroy the enemy’s ships while keeping yours in working order.

**Gameplay**

Players control 3 battle ships and 1 repair ship. You must move all your ships to outmaneuver your enemy while protecting your ships from harm. The repair ship can heal damage to your ships. The battle ships are only able to fire on the port and starboard side so placement of these ships is important. The map is symmetrical as well as the number of ships per team. It is player vs. player so there are a total of 6 battle ships and 2 repair ships on screen at the start.

**Mindset**

This game is meant to be competitive but somewhat slow paced so more strategy is involved instead of fast hectic gameplay. It should be a minimal stress game for friends to play against each other.

**Technical**

**Screens**

1. Main Menu
2. In-game playable screen
3. End game winner screen

**Controls**

Control of each ship will be touch based as well as on screen buttons for firing and repair.

**Mechanics**

Ship movement, hit detection between ships, asteroids and lasers, rotation of ships and directions of shots based on ship orientation. Health bars for ships, turn display.

**Development Specifications**

**Algorithm Style**

Hit box detection and cannon trajectory. Possibly momentum conservation if time allows.

Hardware:

* Touch sensitive device with windows 8
* Memory: 1GB

Software:

Construct 2

**Level Design**

The game will have one level where asteroids are scattered throughout space and each team will start on opposite sides of the arena.

**Game Flow**

1. Both teams start on opposite ends of the arena.
2. Players will move all 4 of their ships in turn based gameplay to gain an advantage on their enemy.
3. Repair ships will stay in the back and repair when necessary.
4. One player wins when they have destroyed all of the enemies battle ships.

Development

**Abstract Class and Components**

1. Ship
2. Obstacles

Derived Classes

1. Ship
   1. Mining Ship
   2. Battle Ship
2. Obstacles
   1. Asteroid
   2. Wreckage

**Gameplay and Style**

**Appearance**

The Game revolves around a simplistic space theme so all objects will be low resolution with high-tech stylization. Since it is space it will be dark but will not feel gritty or realistic.

**Player Roles and Actions**

Players take control of their own fleets and battle against each other by controlling movement, when to fire and repair ships.

**Strategies and Motivations**

Players decide how to move their ships and what strategies to employ whether it is more aggressive or passive. Players need to manage the actions of 4 ships at the same time while paying attention to the enemy as well. Deciding if you should repair a ship or fire. Attention must be spread between all your ships.

Motivation is to challenge and compete against your friends to see who is better at controlling their fleet.