

SUPER SPHERE

3000

Design Document

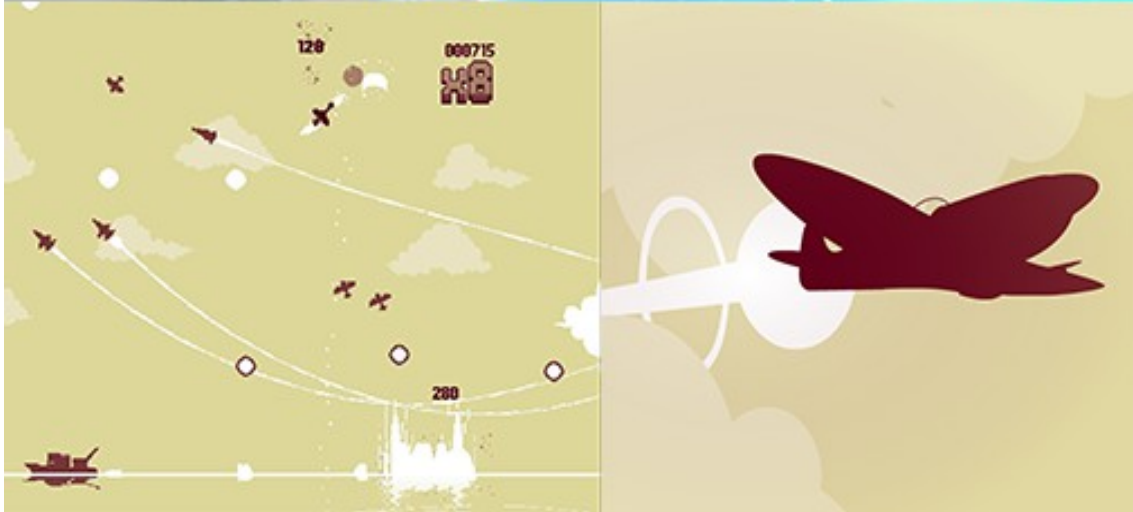
Synopsis:

Super Sphere 3000 is a game in which the player must navigate a planet. The planet rotates over time increasing its speed with each rotation change. The planet will randomly choose its rotation every 20 seconds increasing its speed incrementally after each rotation making it harder for the player to survive. The player too will have to battle enemies that will spawn over time from barracks placed around the map. As the game progresses the enemies will spawn faster. The player will achieve score over the amount of time they survive and on how many enemies they destroy. The main aim of the game is to survive for as long as possible.

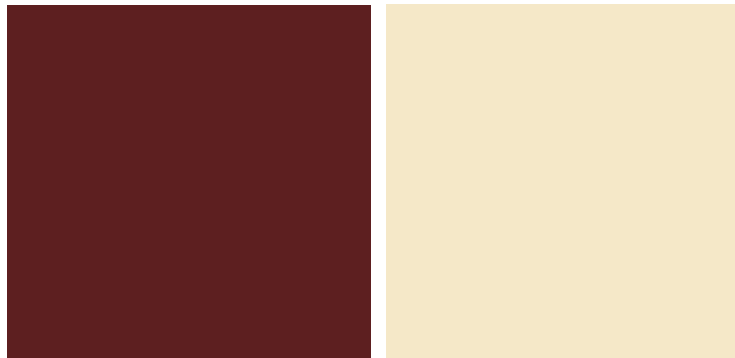
Art Style and Aesthetic:

Super Sphere 3000 will burrow heavily from the style of Luftrausers incorporating 3D into the mix. The game will revolve around two colours, red and cream. The game too will burrow heavily from the ideas portrayed with the planets in Mario Galaxy.





* See above moodboards



* See above colour palettes

Gameplay Features:

Planet Rotation:

The planet in Super Sphere 3000 will be one of the key focuses of the game. The planet will rotate over time increasing in speed each time it changes direction. The planet will randomly change its direction every 20 seconds making it hard for the player to navigate around obstacles.

Collision:

When the player collides with an object in Super Sphere 3000 they will be destroyed on impact bringing up a game over screen. This will mean the game will have a progressive learning curve. At first the player will die early on but through more experience the player will be able to survive for longer periods of time generating a larger score.

Score:

The score in Super Sphere 3000 will play a very integral part as it gives the player purpose and a reason to keep coming back for more. The score will go up over time as the player survives and will also increase each time the player destroys an enemy.

Movement:

Movement in Super Sphere 3000 will be controlled through the use of the WASD and QE keys. W will move the player forward, S will move the player back, A will move the player left, D will move the player right, Q will rotate the player left and E will rotate the player right. Controller support will also be implemented in the future. The left stick will accelerate the player and the right stick will rotate the player.

Shooting:

Shooting in Super Sphere 3000 too will be an important feature. This will be controlled through the push of the Spacebar or the Right Trigger on a game pad. Shooting will cost ammo which the player will be able to pick up around the map. Each power up will give the player a different shooting style. When the player shoots the camera will shake, giving the game visual feedback.

Enemies:

Enemies will spawn over time from Barracks placed around the map and over time will spawn faster and faster. At the enemies will pose the main threat to the player but over time the objects coming towards the player will outweigh the enemies.

Genre/Demographic:

Super Sphere 3000 will be classified as a shoot em up game. Considering Super Sphere 3000 holds no real violence and is fun to play it would appeal to all ages young and old. Super Sphere 3000 will have a G rating and is going to be released on IOS and PC.

Games/media similar to Shatter;

- Mario Galaxy
- Luftrausers

Release Details:

Platforms:

Super Sphere 3000 will be released on the PC, Xbox One and PS4

Business Model:

The game will be released on steam and will be priced at \$9.99, On Xbox Live it will be priced at \$9.99 and on the PlayStation Network it will be priced at \$9.99.

Project Scope:

Initial Release:

The target of units sold within Super Sphere 3000's launch weekend is between 10,000 to 20,000 units sold.

Eventual Master:

Super Sphere 3000 is expected to sell around 50,000 units after its initial release.

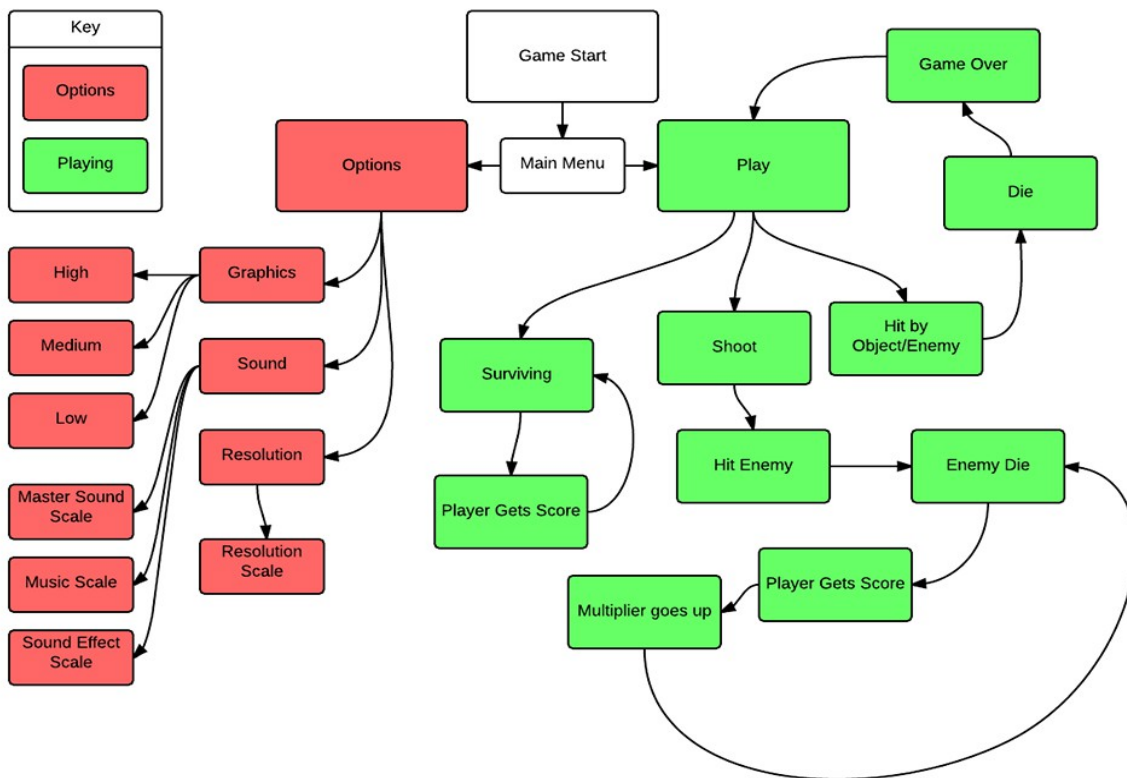
Editor/Engine:

The game will utilize the Unity engine as it is an easily accessible engine, free and easy to teach people.

Languages:

- English
- Dutch
- Spanish
- French
- Japanese
- Swedish
- Italian

Gameplay:



Mechanics:

Planet Rotation:

Pickups:

Enemies:

Shooting: