



Space Cat

Game Design Document v 1.0

1. Game Overview

Concept:

The user plays as a cat in space (Space Cat) who is defending their planet from evil dogs that are trying to take it over.

Genre

Casual arcade

Target audience & platforms

25-35 year olds with iPhones

Look and feel

Clean vector graphics that are gender neutral

2. Gameplay & mechanics

Gameplay

- Objectives:
 - Shoot down enemies before they reach the surface
 - Survive for as long as possible
- Gameplay flow:
 - Enemies spawn from the top of the screen flying down toward the planet moving faster and in higher numbers as the game progresses
 - The player shoots as many enemies as possible and gets a game over if too many enemies reach the surface

Mechanics

- Movement
 - The player is stationary and can shoot projectiles 180 degrees
- Combat
 - An enemy is eliminated when the cat's projectile collides with it

3. Interface

Visual System

- **HUD**
 - Character Avatar
 - Health bar
 - Score

Control System

- tap on the screen to shoot toward that direction

Audio, music, sound effects

- Damage
 - occurs when an enemy reaches the surface
- Explode
 - occurs when Space Cat's projectile collides with an enemy
- Laser
 - occurs when user taps on the screen during gameplay

4. Game Art – Cute style that is gender neutral. Created with Adobe illustrator and infinitely scalable. Some graphics will be implemented in development like explosions.

1. Scene background
2. Space Cat and animations
 - a. Cat
 - b. Machine
3. Enemies and animations
 - a. Enemy 1
 - b. Enemy 2
4. Projectiles
 - a. Machine projectile
 - b. Enemy death projectiles
5. HUD
 - a. Character Avatar
 - b. Health bar
6. Start screen
7. App icons