Ephemeroptera

**Top-down Vertical Shooting Game
Design Document**
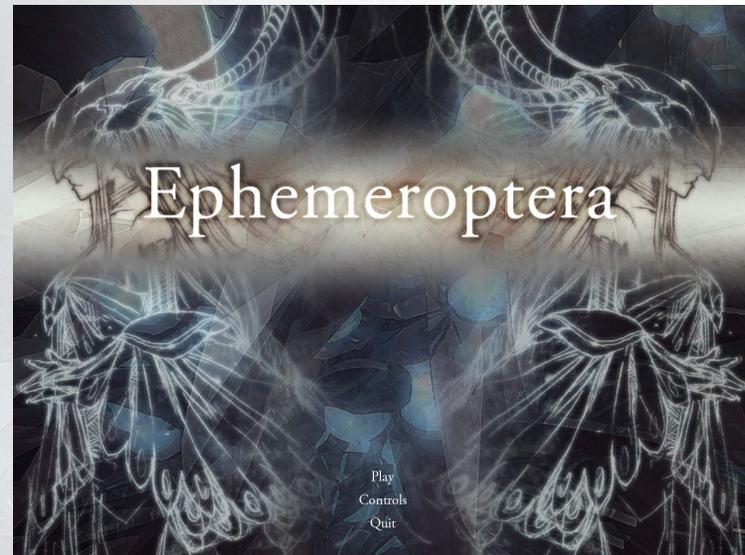
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1. Short Description

You are Cu, the captain of the newest model of mobile aerial combat weaponry EXO. With the help of Fin, you are to defeat the System.

2. Game Type/Genre

Top-down vertical shooter.

3. Narrative

3.1 The World

The world is comprised of infinite layers. Parallel universe extends endlessly: some extremely similar, some drastically different. Few of the universe's intelligent creatures have reached a point in technology where they are almost able to break the boundaries separating the different universes...

3.2 Terminology

3.2.1 EXO

Machines equipped with weapons and AI's. They come in various different sizes and forms. They all have spherical "core" that produces energy for its movements and artillaries. There are two types of EXOs, ones with pilots and AIs and others with only AIs.

3.2.2 System

Execution program. Is called when several universe's technologies reach a certain level. Takes control of existing technologies and destroys that certain universe. Once called, it multiplies and spreads itself along adjacent universes
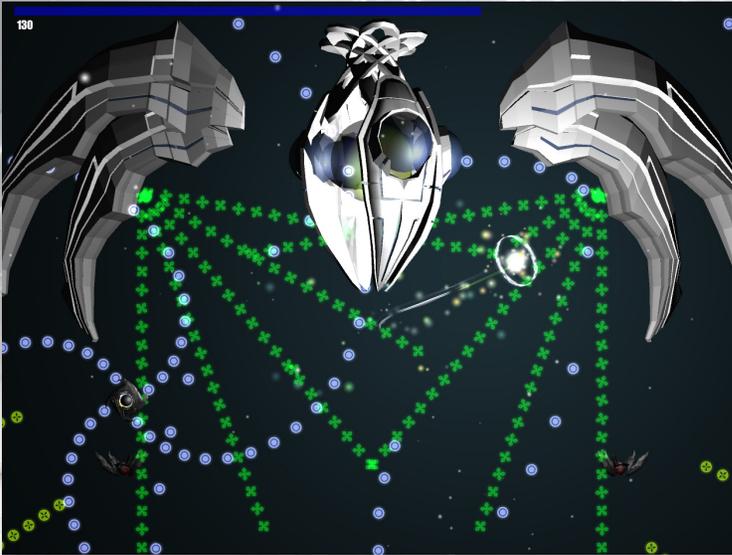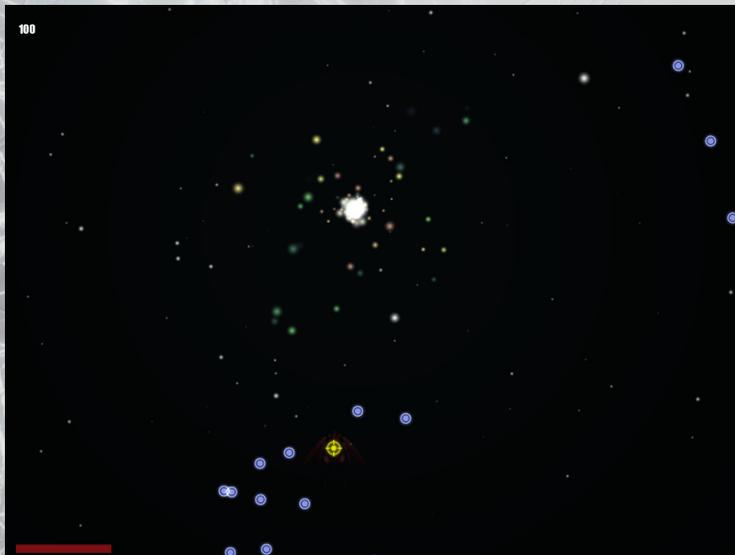
4. Game System

- The first player is represented with a plane.
- The second player is represented with a ball of light
- There are enemy planes that will attack the player plane with projectiles. The players can shoot them down with projectiles as well.
  - * The first player can only shoot in upwards direction
  - * The second player can shoot in the direction it is moving. However, its attack is weaker than the first player.
- The first player must AVOID getting hit by projectiles. The player loses a life when hit by a projectile.
- The second player must GET HIT by projectiles. The second player absorbs projectiles to increase its brightness.
  - * When the second player hits projectiles, the projectiles disappear.
  - * The brightness of player 2 determines how far the players could see on screen.
  - * The brightness wears away through time if not constantly absorbing projectiles.
- The second player can LOCK ON to enemy planes by hovering over them.
  - * When second player locks onto an enemy, it loses a good amount of its brightness.
- The first player can release MISSILES to the Locked on enemies.
  - * Missiles may not be released consecutively; it requires a reloading time after one is shot.
- A score is kept throughout the game. The score increases with the number of enemy planes destroyed and amount of projectiles drained.

5. Game Play
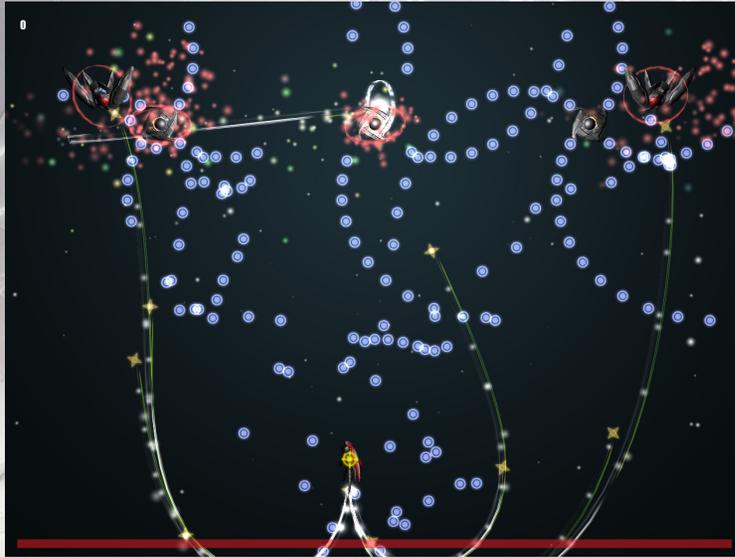
- First player controls with keyboard/joystick.
    - * Player plane movement: use Up, Down, Left, Right to move.
        - Player must avoid getting damaged by projectiles
    - * Player plane projectiles: Z button
        - Player may destroy enemy planes in front of them with this
    - * Missile: X button
        - Deals great damage to enemies that are locked on
        - Requires reload time after each use
- Second player controls with mouse.
    - * Player movement: mouse position:
        - The position of the light is not always right on with the mouse; it has its max speed.
    - * Lock On: mouse hover
        - Hover over enemy to lock on. Player may lock on to multiple enemies at once.
        - Every time a player locks on to an enemy, its brightness dims.
    - * Player projectiles: left click
        - Player shoots projectiles in the direction of its movement
        - Weaker than player 1 projectiles.

Controls

1st Player (keyboard):
Up, Down, Left, Right; Move
Space: Bullets
Left Ctrl: Missile
Shift: Slow

2nd Player (mouse):
Mouse Move: Move
Left Click: Bullets

Return to main
Quit

Score: 160

Replay
Quit

6. Title and Information Screens

6.1 Title page
- Start game option: starts the game
- Tutorial option: explains game controls
- Settings option: changes the setting (i.e. difficulty) of the game

6.2 Tutorial page
- Simply explains the game controls

6.3 Settings page
- Allows the user to change difficulty of the game

6.4 Ending credits page:
- Staff roll. may be skipped with a buttonpress.

6.5 High Score page:
- Lists the top scorers of the game.

Thess parts have not been fully implemented due to time restraint