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CISY 114

SPACE BLASTER

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**Summary Statement**

SPACE BLASTER is a retro space shooter game similar to the old school video arcade games like Space Invaders or Galaga. Because the game play is simple to understand the game should have a wide appeal to a large audience. The player controls a space ship traveling through space that must avoid falling aliens, missiles and other obstacles. The player can fight back by firing their own missiles earning points for every enemy they destroy.

SPACE BLASTER: Imagine you’re an alien in a UFO, racing against time to get to your destination, your home asteroid of Bratia. But there are futuristic fighter jets and giant smiley faces blocking your way back home, so it’s up to you to get back home safe and sound.

**User Personas**

**Older Gamers-** People who spent their youth in video game arcades, and dropped hundreds of dollars’ worth of quarters into the machines (like my father) will enjoy this retro space shooter themed game because of its nostalgic appeal. – The game should retain the look and feel of these “old school” style games to keep their attention.

**College age Gamers-** Can take a quick break from their studies and play a few games without getting caught up in the long playing and never ending modern RPG style games. Because of the quick action, and short length of time a game is played for the game will be a short distraction and students can get back to their studies.

**First time computer based gamers -** This helps a young or inexperienced person tap into the world of computer videogames. The game will use the WASD keys (Like Minecraft) for easier control for the UFO. Fortunately, a good old indi game works just fine, especially when the game is super simple in terms of gameplay. This will get the young/inexperienced person into video games.

**Design Bible Overview**

Retro arcade style space shooter video game created with Game Maker Studio. Designed to be played on a normal computer screen, to meet the desired usages for the intended audiences.

**Delivery Medium:**

The game is being made on Game Maker Studio, and will be used on a standard computer screen. The default screen size is 1024 x 768 (Aspect ratio is 4:3) The game will use the Game Maker standard because it will function for most common computer display settings. The inputs will be the arrow keys and the space bar, or WASD and space bar. The input key selection is being made so that it can meet the demand of the different targeted audiences. New gamers will get used to the standard WASD gaming keys, current gamers may be conferrable with those keys and older gamers may be more comfortable with the arrow keys.

**Typefaces:**

I decided to use only one typeface because it will easier for the player to read and reduce distractions. Several typefaces were considered just because they looked futuristic and went along with the theme of the game. These are the ones I considered:

* Rockwell Condensed
* Eras Bold ITC
* Bahaus 93
* Impact
* Lucida Console

In the end, I picked Rockwell condensed because it looked like something from an old sci-fi movie poster.

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