**Earth Defense Sim**

**High Concept Document**

Team:

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**Version: 1.0**

**High Concept - Core Design**

High Concept Statement:

The concept of *Earth Defense Sim* is to dodge and shoot asteroids as long as possible. You have only one life, where either crashing into an asteroid or having an asteroid pass you results in game over. Score is based on time survived in seconds.

Genre:

Side-scrolling space shooter

Features & Unique Selling Points:

* Challenging gameplay increasing over time
* Two ways of dying
* Randomized Asteroid Positions each replay

Gameplay:

Players must maneuver the ship, while destroying asteroids before they reach the other side of the game screen. Score is based on how long a player can survive. Destroy asteroids with bullets using shooting mechanic. The game ends if either the player collides with an asteroid or if an asteroid reaches the left side of the game screen, passing by the player.

Setting:

You are a rookie pilot in a training simulation of an asteroid storm. Through learning to navigate and destroy asteroids, in order to prepare for an attack on Earth from alien races who invade worlds using asteroids.