

# **SPACE SHOT**

## **Design Document**

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# 1. Executive Summary

## 1a. Game Story

Space is a dangerous place these days. There are pirates, who will attack any ship they think they can take in order to raid it and make a small profit. There are smugglers that transport contraband in their ships and if they come across anyone they suspect suspects them of foul play they will shoot to kill. We have the Anti-Space Travel Coalition (ATC), which believes space travel will be the end of the universe, they shoot anyone they see in space in hope that it will scare people out of space travel. There are various other smaller factions that make space travel dangerous. Fortunately, there is the Space Protection Coalition (SPC) to protect the good people of space from these scoundrels. They are an elite group that only accepts the best of the best. Each year they hold the Best Shot in Space (BSS) competition. The winner of which is allowed to join the SPC and gain all the benefits that come along with the job, including: immense wealth, the best technology, fastest ships, most powerful weapons, and the respect of all who travel space. This year you have decided to take part in the BSS. Do you have what it takes?

## 1b. Game Play and Appearance

Space Shot is a turn-based shooter. The player chooses the angle and power of their shot and then shoots at another player. The back drop is space; there will be planets and suns in the game-space, which will have gravitational effects upon your shot. The first player to land a shot on the other is declared the winner of that round. The winner will be determined as the best of 1,3,or 5 rounds (The players may choose before starting a game, default will be 1).

## 1c. Development Specification

- Space Shot will be developed using the Microsoft DirectX 8.1 SDK. It will feature 2D graphics with changing backgrounds.
- It will consist of a variable amount of rounds (1, 3, or 5). Based upon the players preference.
- The programming will be done in C++ and use a modified version of Andre LaMothe's Blitter Object (BOB) Engine.
- The sound will come from LaMothe's sound library and various sources from the Internet.
- The music will be gathered from "free" sources on the Internet.
- Estimated Implementation Time: 3 Weeks