

1. *Design Document*
2. *Tutorial*
3. *Game loop*
4. *Music triggers*
5. *Ship health*

SPACE TACOS *Design document*

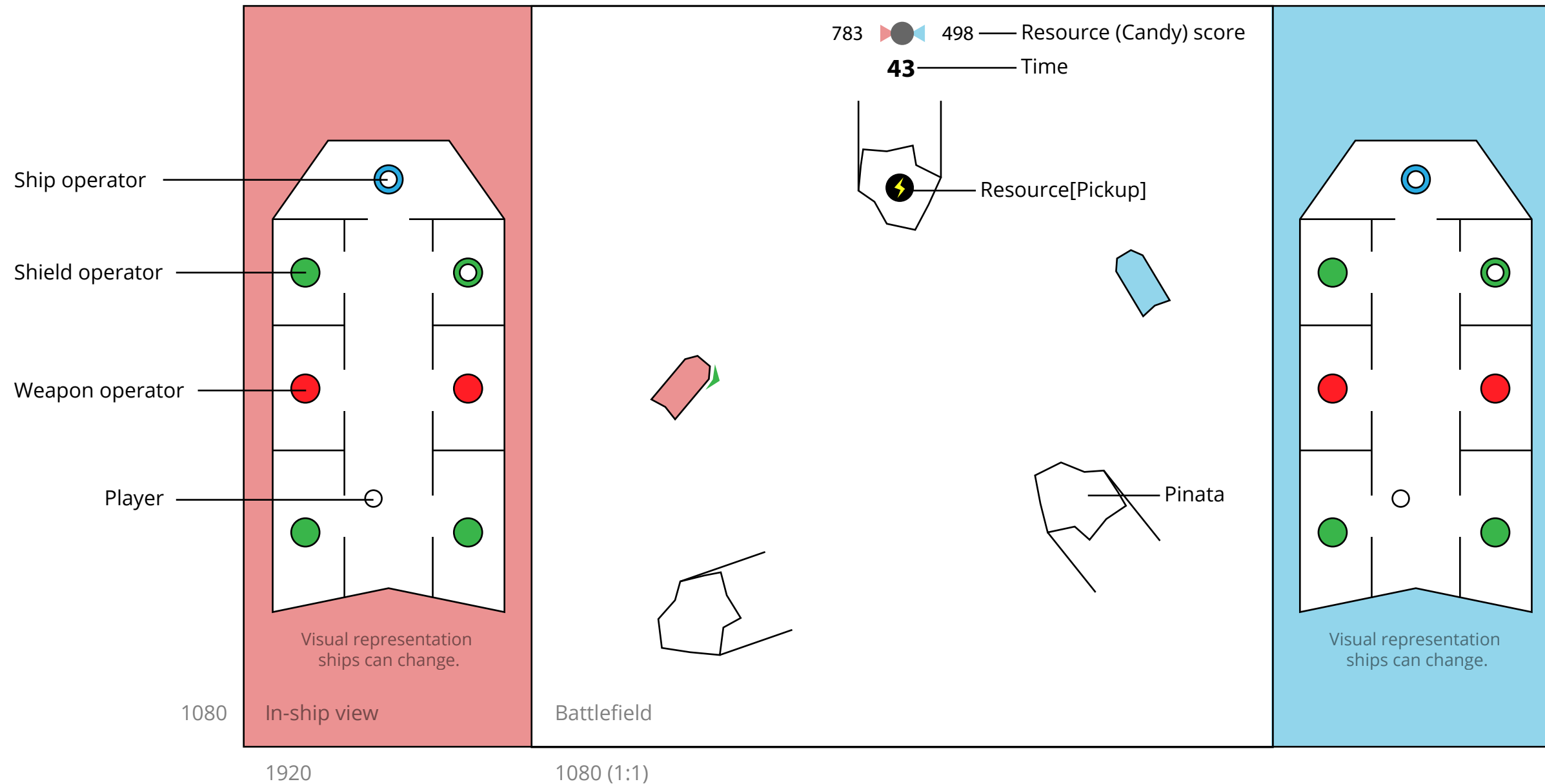
April 2016

3v3 local multiplayer space battles

- Six players, One screen
- Chaotic battles
- Asymmetric gameplay

Win conditions:

- Your team has more candy than the other team at the end of the round.
- Your team had X amount of candy
- The enemy ship is completely destroyed.

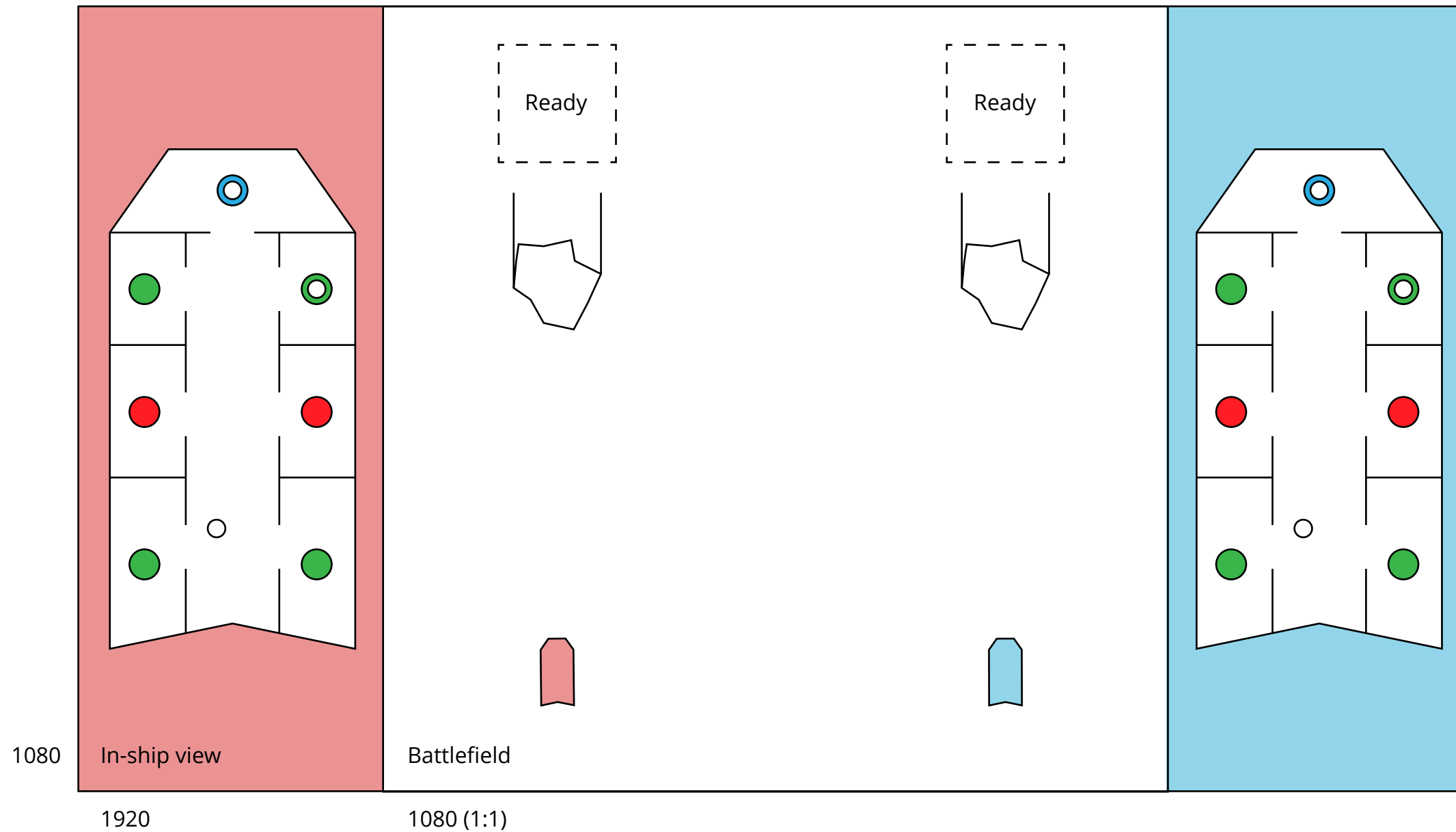


Target audience:

A group of friends who like to play local multiplayer games together in their free time. The game is targeted to people of the age of 21 - 25, but can also be played by younger gamers.

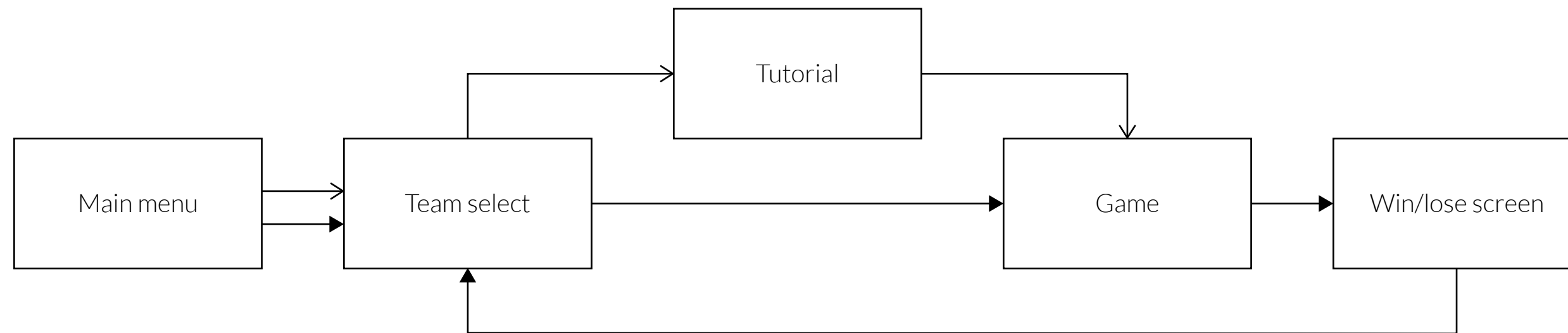
Optional tutorial where the player can safely figure out what to do.

To reach the "Ready" zone, they need to fly, shoot and collect candy.
That's everything they need to know about the game.



SPACE TACOS *Game loop*

April 2016



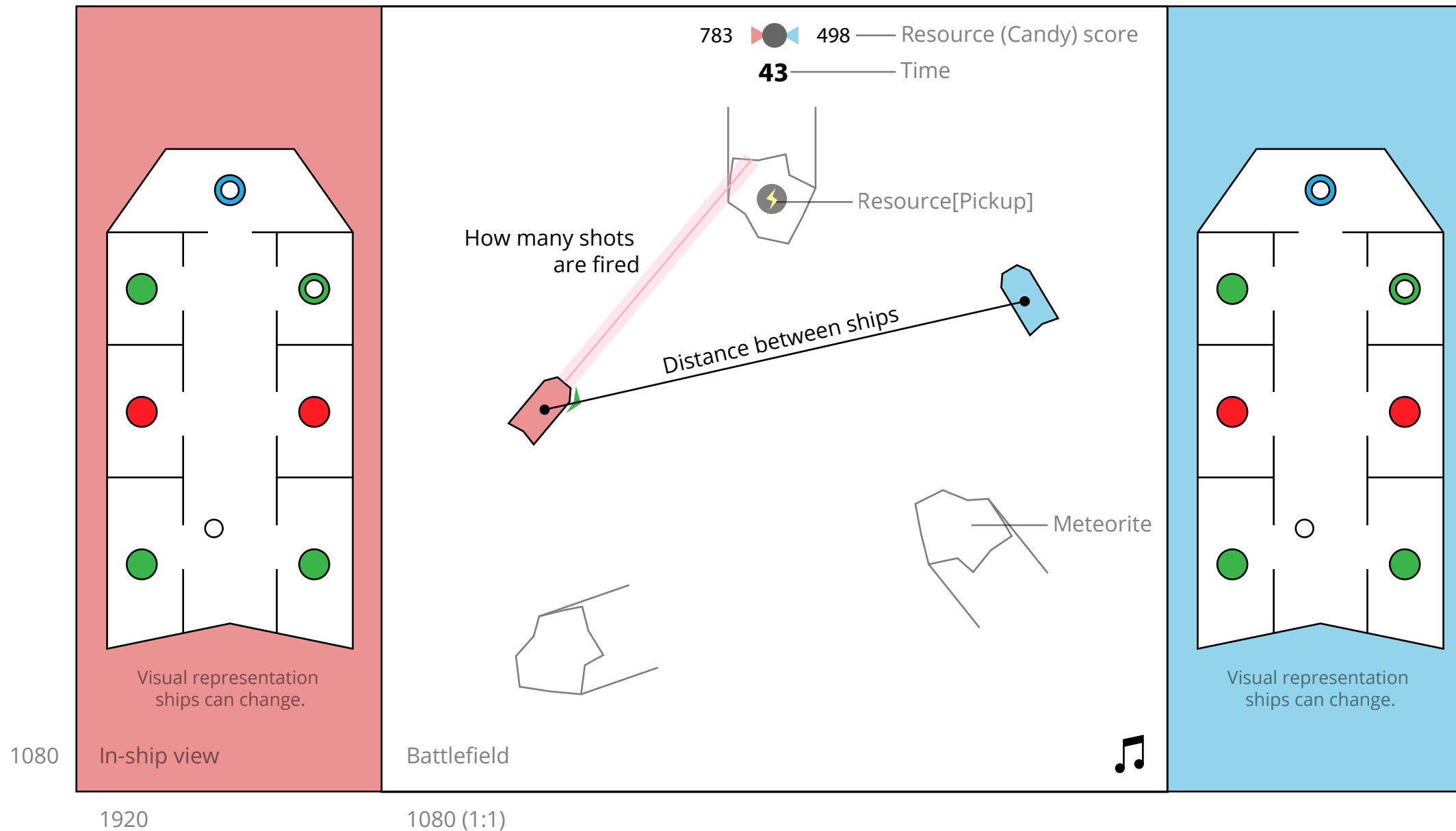
→ Tutorial
→ Play (skip tutorial)

SPACE TACOS Music triggers

May 2016

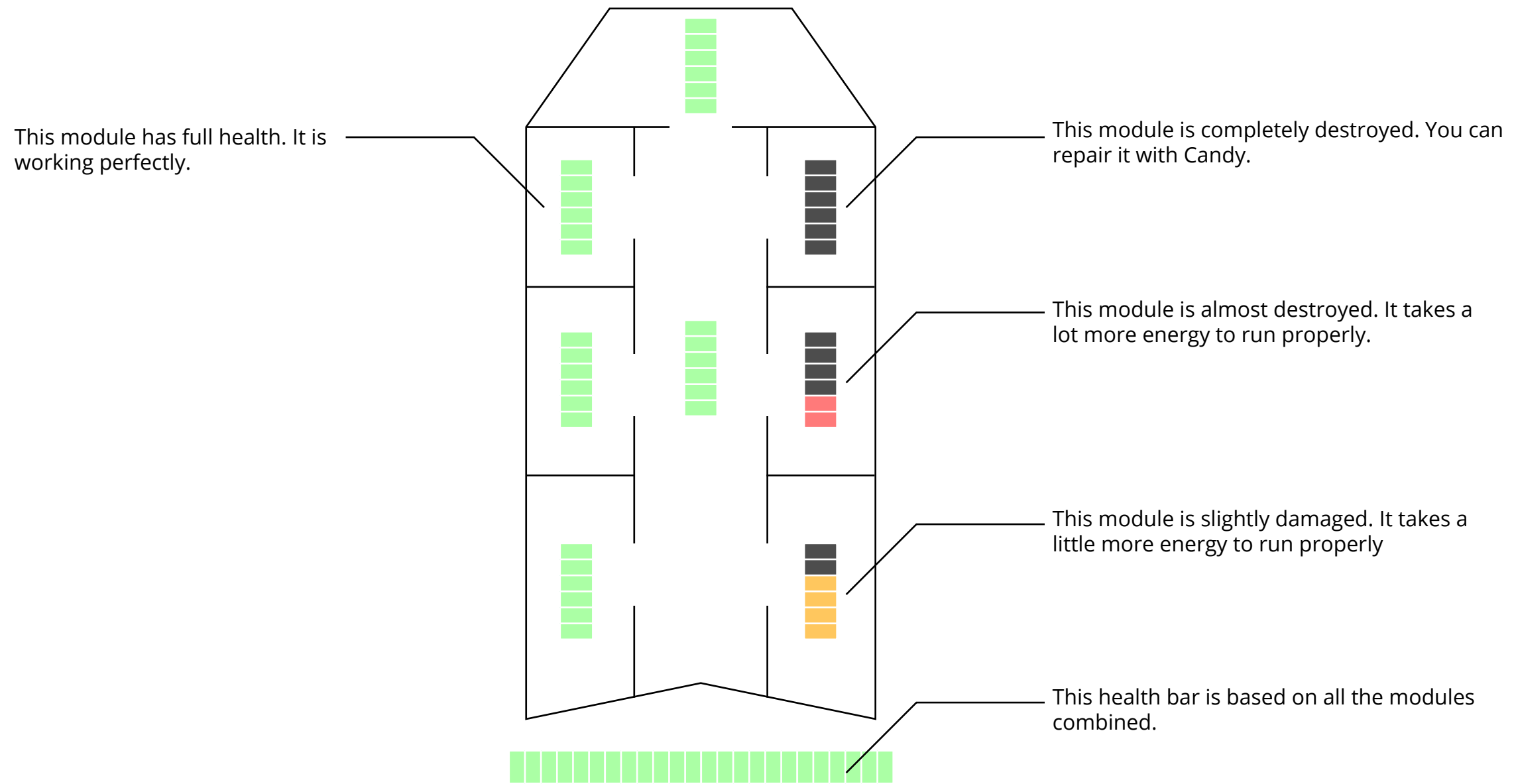
Music will change dynamically based on a variable called "Chaos" two factors: The distance between ships and how many shots are fired.

$$\text{Chaos} = \text{Distance ships} \times \text{Shots fired}$$



Each ship is made of individual modules. These modules have their own 'health'. Once X amount of the modules are destroyed the ship is unflyable.

When half of the modules of the ship are destroyed, the ship is unflyable.



Healthbars are not final and can change in size.