

RG2000 Air Fight Mini-Game Document

RG2000 Air Fight Mini-Game

What Type of Game is it?

Simple version of a top down view & swipe movement classic arcade shooter game.

The player controls an RG2000 space ship that shoots Alien flying ships (air) and bombs Walkers (on the ground).

Game Mode:

There are 20-100 levels.

The levels increase in difficulty as more alien ships and Walkers are added.

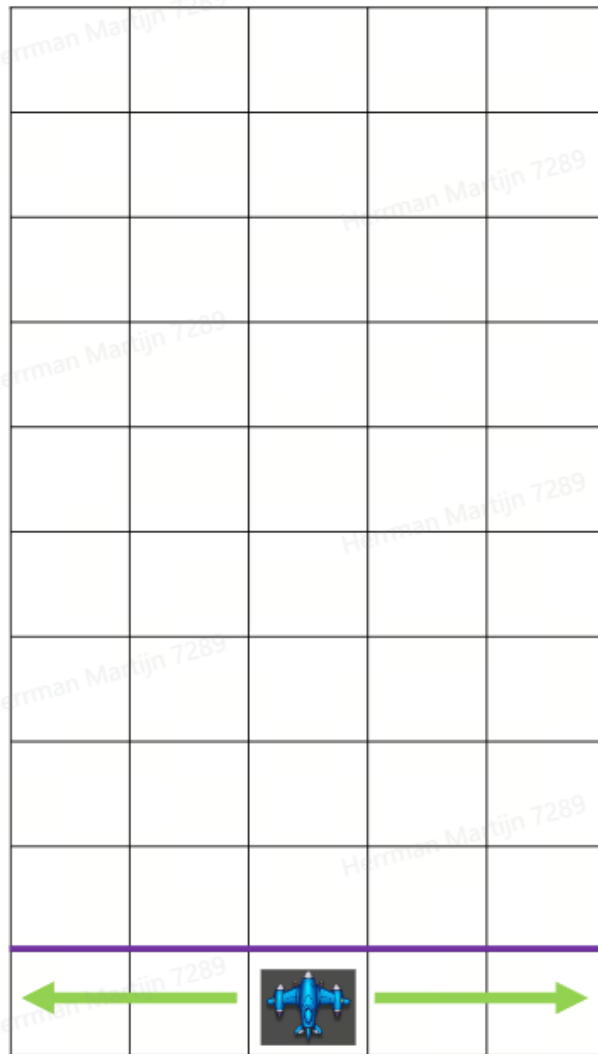
Game Mechanics

SWIPE Mechanic

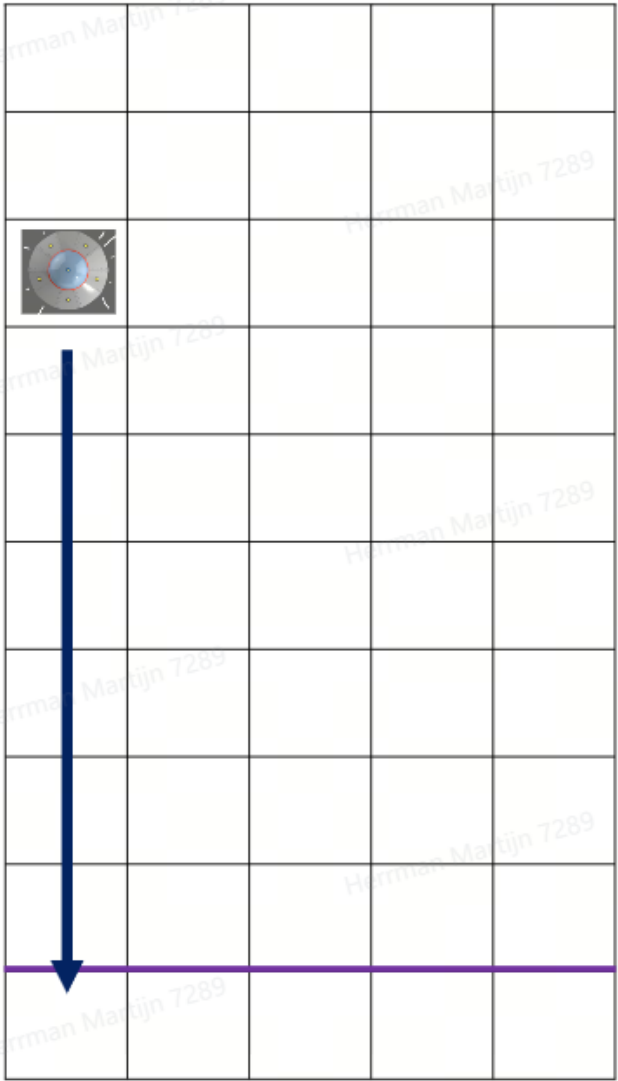
SWIPE = To Control Spaceship.



- The spaceship always stays in the bottom row.
- The player can only move the spaceship LEFT and RIGHT.



Alien Spaceships move in one column from top to bottom (straight line).

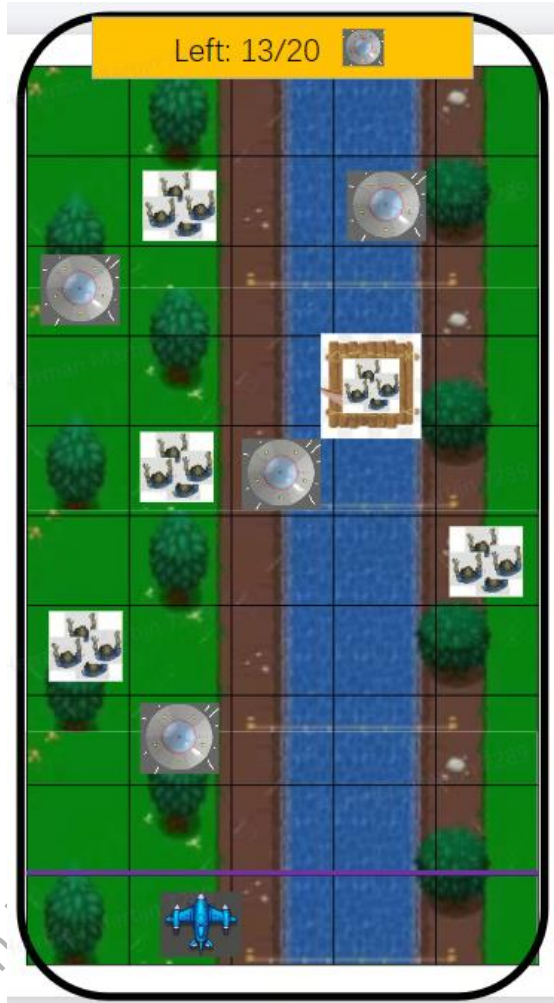


Game Map

The game is an aerial top down view.

The player sees

- their Spaceship (bottom)
- the ground/terrain
- Alien Spaceships
- Groups of Walkers (faced to the top of the screen.)



Game Mode Screen Breakdown

Yellow area:

The counter indicates the number of alien spaceships that the player has to shoot, in this format: "Left: {"max" minus "killed"}/{max}" + an icon of an Alien Spaceship.

Blue area:

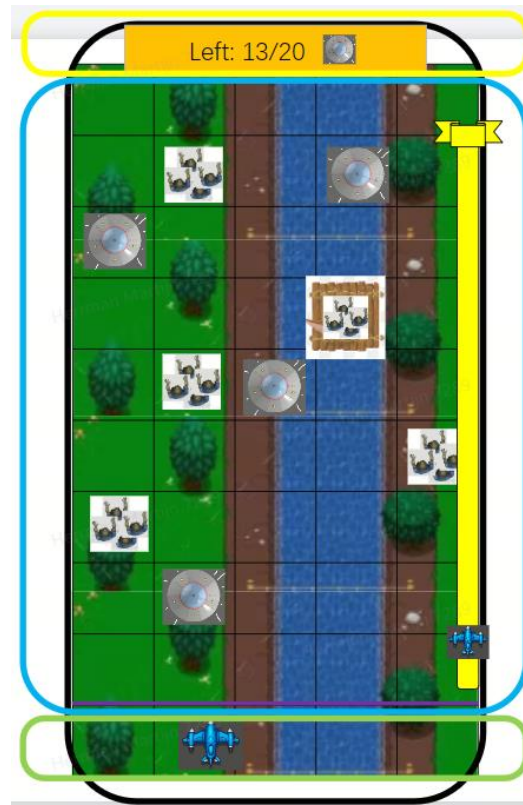
Alien spaceships, groups of Walkers are displayed here and they are traveling downwards.

There is a Progress Bar on the right, that indicates the time until the Player's Spaceship reaches the end.

Green area:

Player's Spaceship.

This is also the SWIPING area (player can't swipe in any other area).



Travel Speeds:

1. Background is traveling downwards
FAST: speed = 10
2. Alien Ships are traveling downwards
SLOW: speed = 3
3. Groups of Walkers are traveling downwards
VERY SLOW: speed = 1
4. Player's Spaceship is not traveling, but can be moved left and right.

It will look like everyone is traveling upwards towards a common destination.

Object of the Game

The object of each level is to eliminate the required number of Alien Spaceships as stated in each level, while bombing as many Walkers as possible for extra rewards,

and moving away from Alien Spaceships that reach the green area.

- The player's Spaceship shoots laser bullets continuously, direction upwards from the coordinates where the bullet was released. This is how the player can shoot the Alien Spaceships.
- The player "flies" over Walkers to destroy them.

Example: Level 1 task - Eliminate all 10 Alien Spaceships.

Winning Condition

The player has won the level if:

The player eliminates the required number of Alien Spaceships before reaching the destination.

Losing Condition

The player has lost the level if:

1. The player has eliminated less than the required number of Alien Spaceships when the destination is reached.
2. The player's Spaceship collides with an Alien Spaceship in the green area.

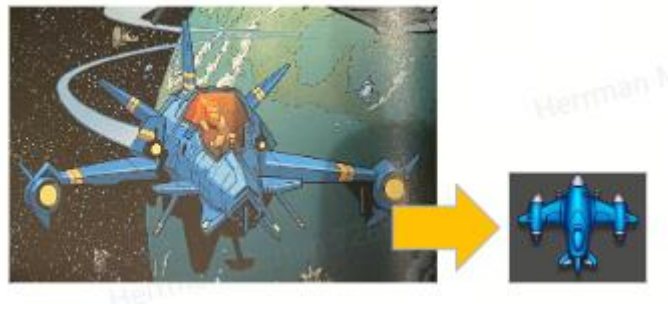
INTERFACE:

Game Start:

ICON or Banner

Icon

The Icon is Rick's blue Spaceship from the Rick Grimes 2000 comic. The icon is among the other icons in the Events UI.



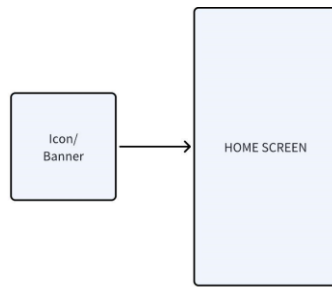
Banner

The banner appears in the overview of events in the Event UI.



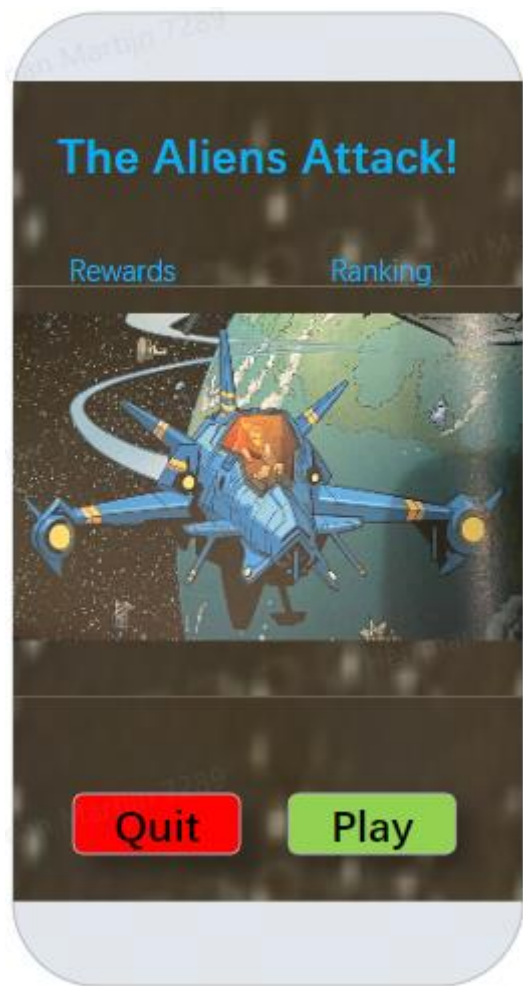
Step 1:

The player taps on the ICON or Banner and is taken to the HOME SCREEN.



Battle Map Mini-Game Home Screen

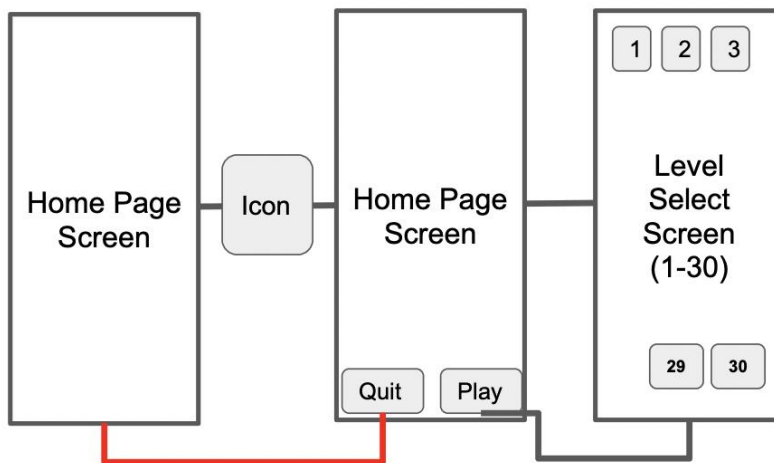
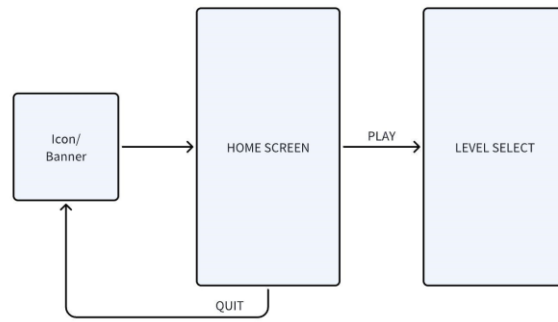
The HOME SCREEN is very simple in design, and has the game name, a QUIT button and a PLAY button, and (optional) entries for Ranking and Rewards (preview).



Step 2:

When the player TAPS on QUIT they are taken back to the MAIN GAME HOME SCREEN.

When the player TAPS on PLAY they are taken to LEVEL SCREEN.

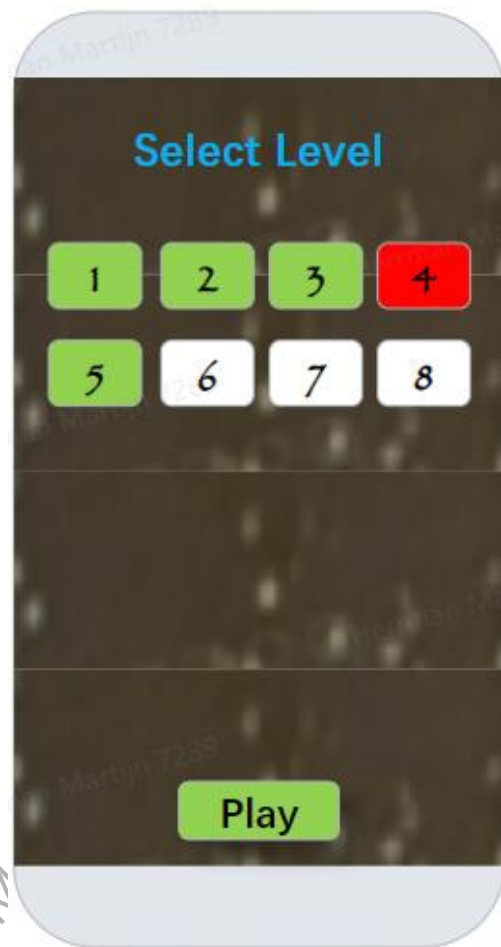


Battle Map Mini-Game Level Screen

Levels the player has completed are GREEN.

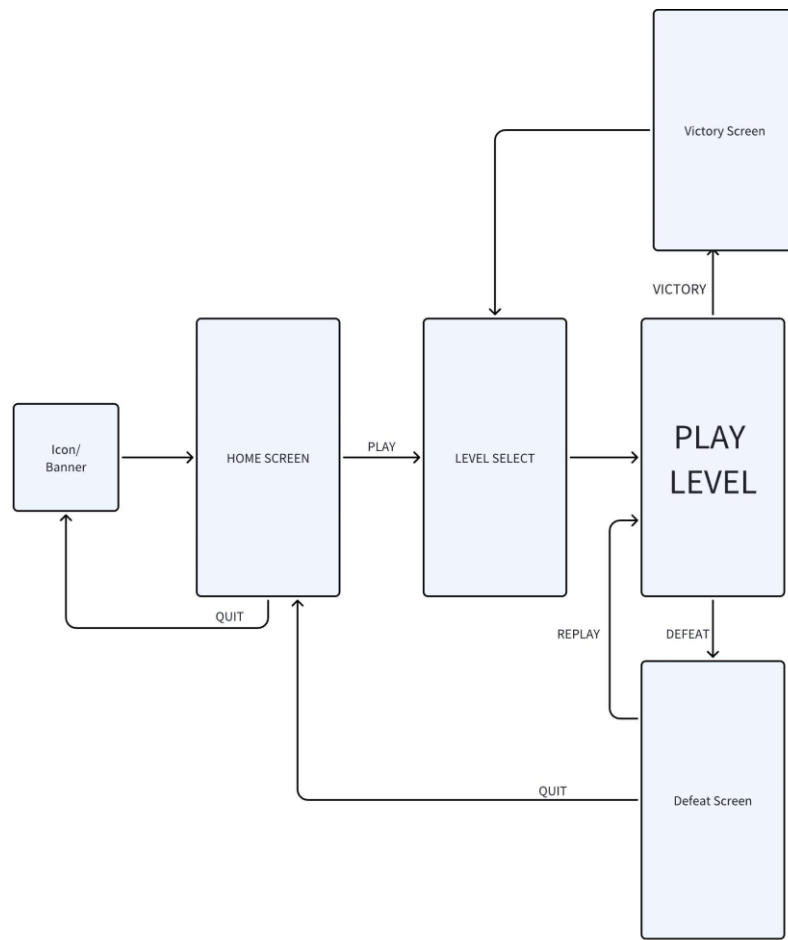
Levels the player failed are RED.

Levels not played before are WHITE.



Step 3:

After the player selects the LEVEL they want to play, they are taken into the GAME PAGE and they play that level.



The player either achieves a VICTORY or a DEFEAT.

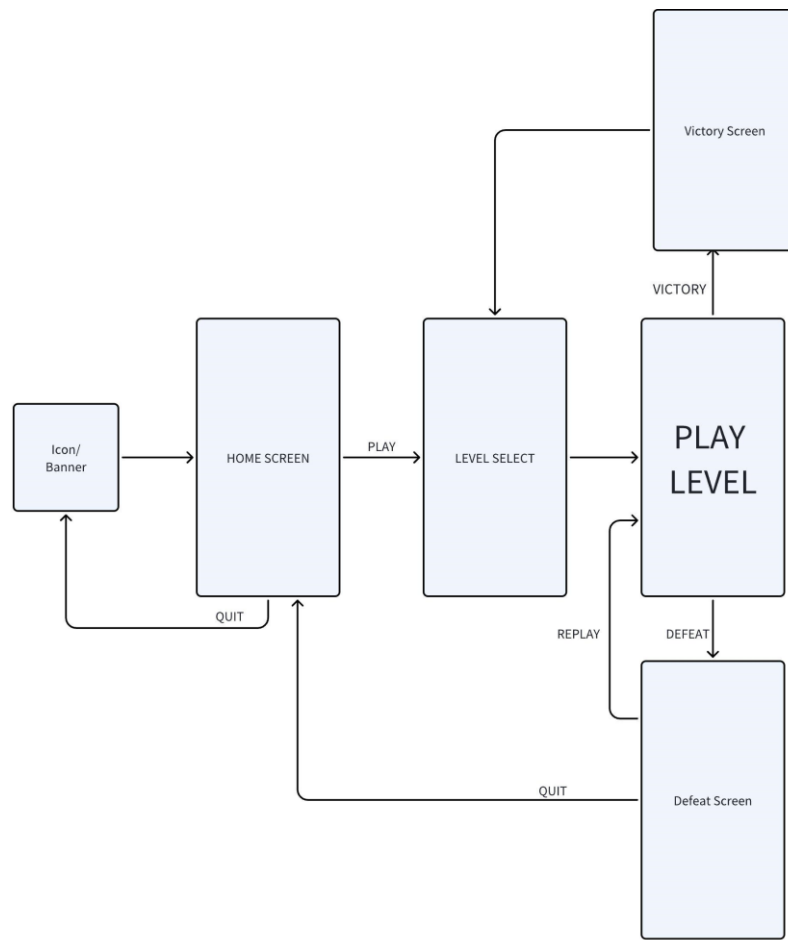
If the player achieves a Victory, they go to a Victory screen, and then to the Level screen.

If the player achieves a Defeat, they go to a Defeat screen, and then either REPLAY the same level, or QUIT to the Home Screen.

Game Page



GameFlow Map



Increase Difficulty

- Add larger Boss Alien Ships, it takes more laser bullets to destroy them.
- Increase the game's speed.
- The requirement gets harder (need to destroy more Alien ships within the same distance)