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

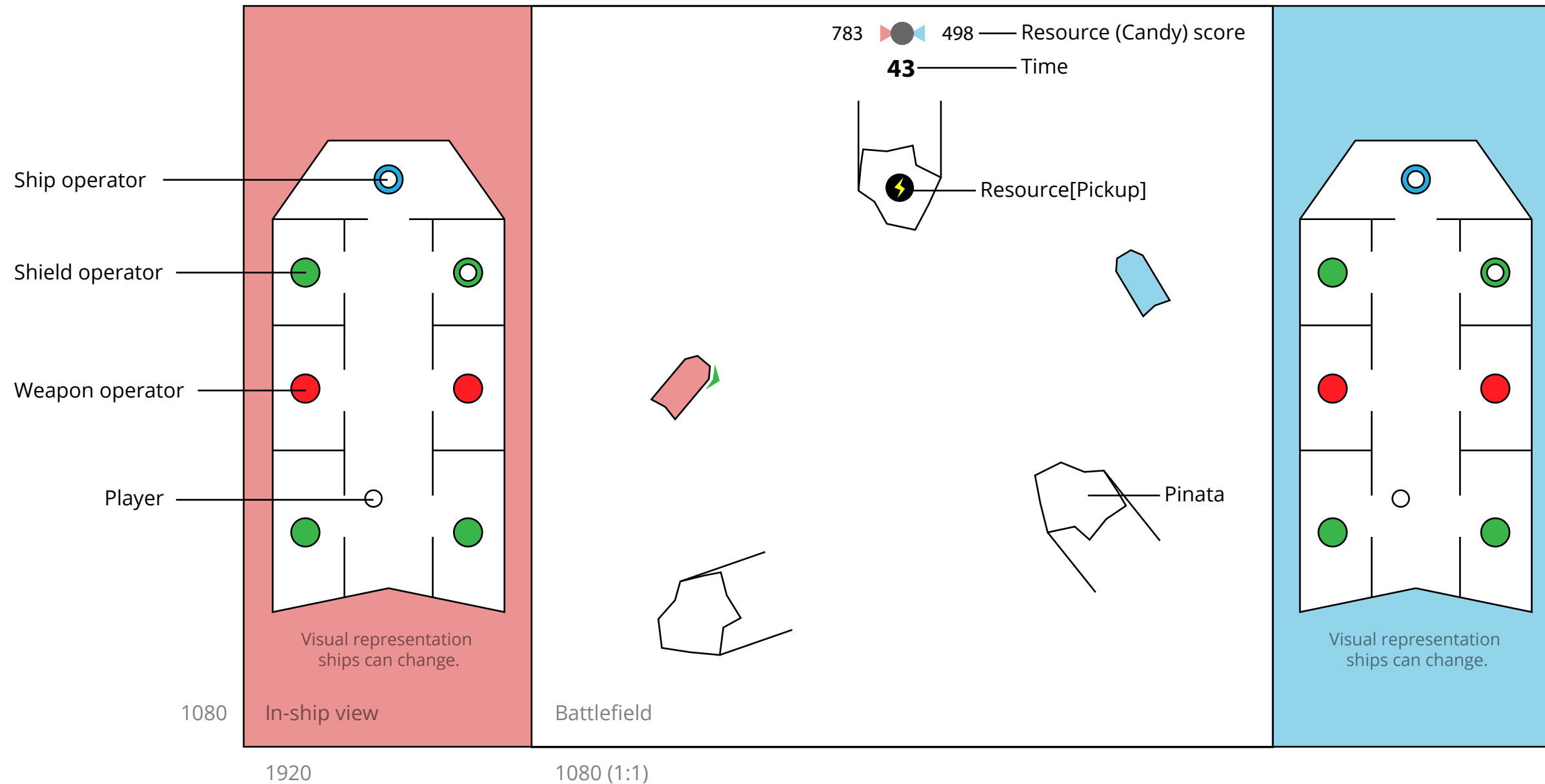# Space Tacos *Design document*

April 2016

3v3 local multiplayer space battles

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

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

Ship operator

Shield operator

Weapon operator

Player

783 ◄● 498 —— Resource (Candy) score

43 —— Time

Resource[Pickup]

Pinata

Visual representation ships can change.

Visual representation ships can change.

1080

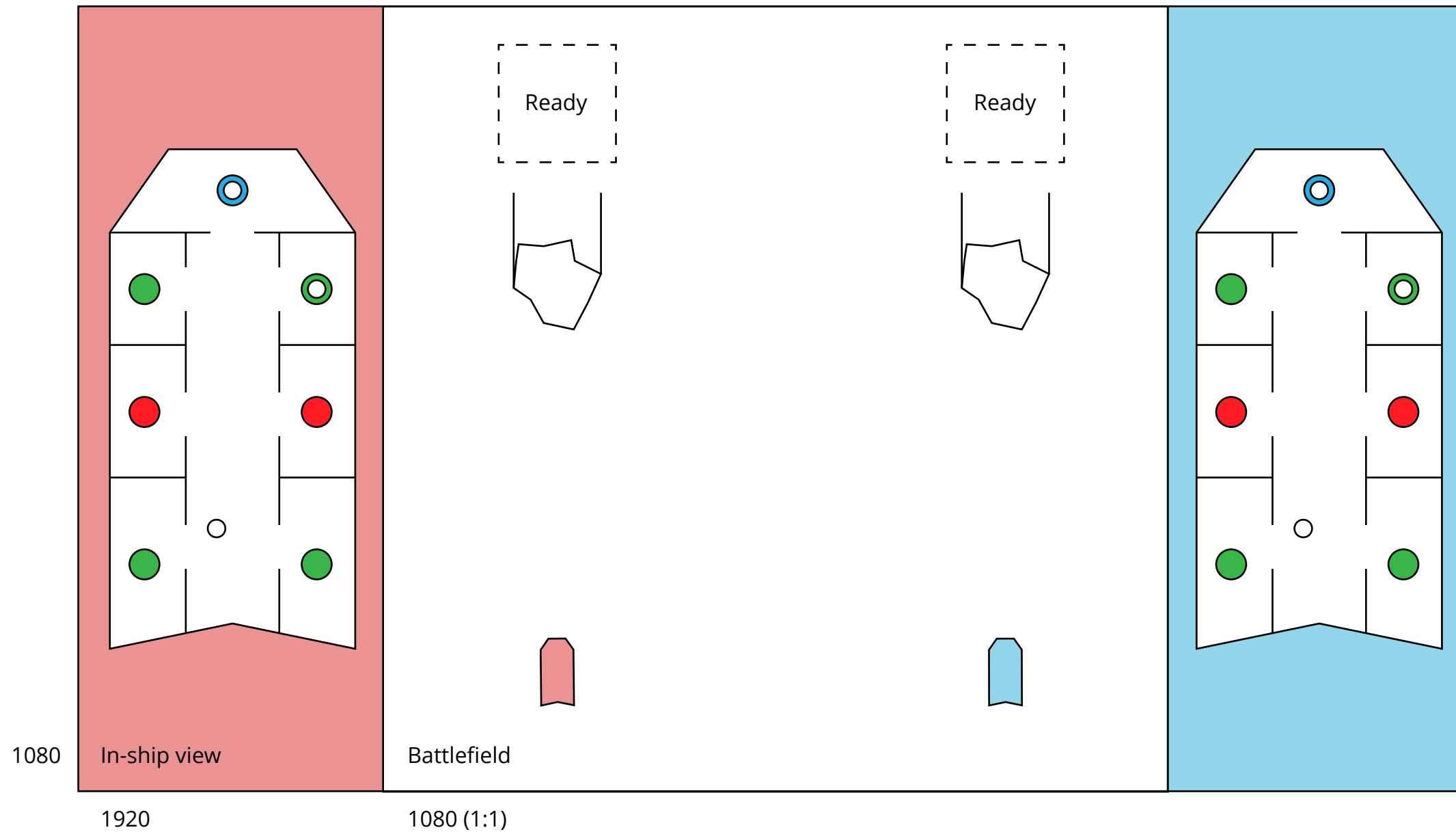In-ship view

Battlefield

1920

1080 (1:1)

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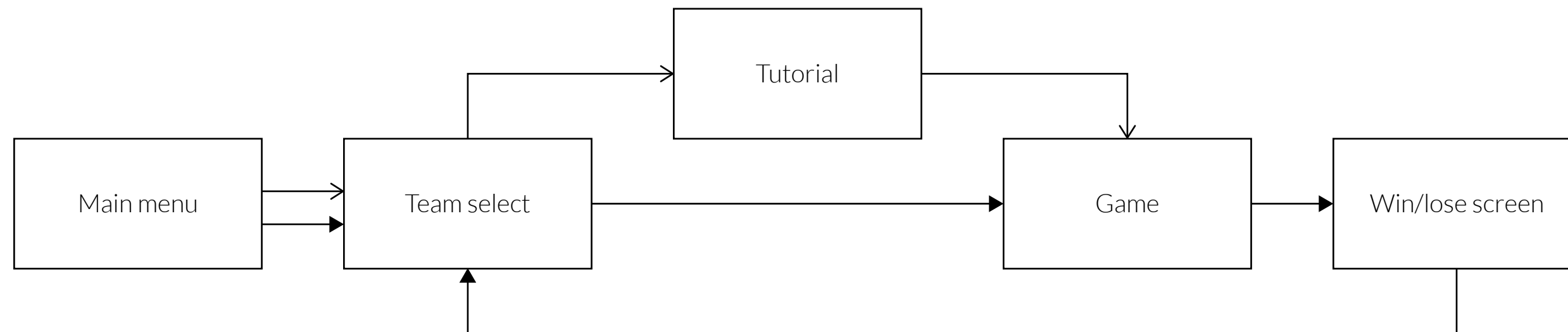
Optional tutorial where the player can savely figure out what to do.

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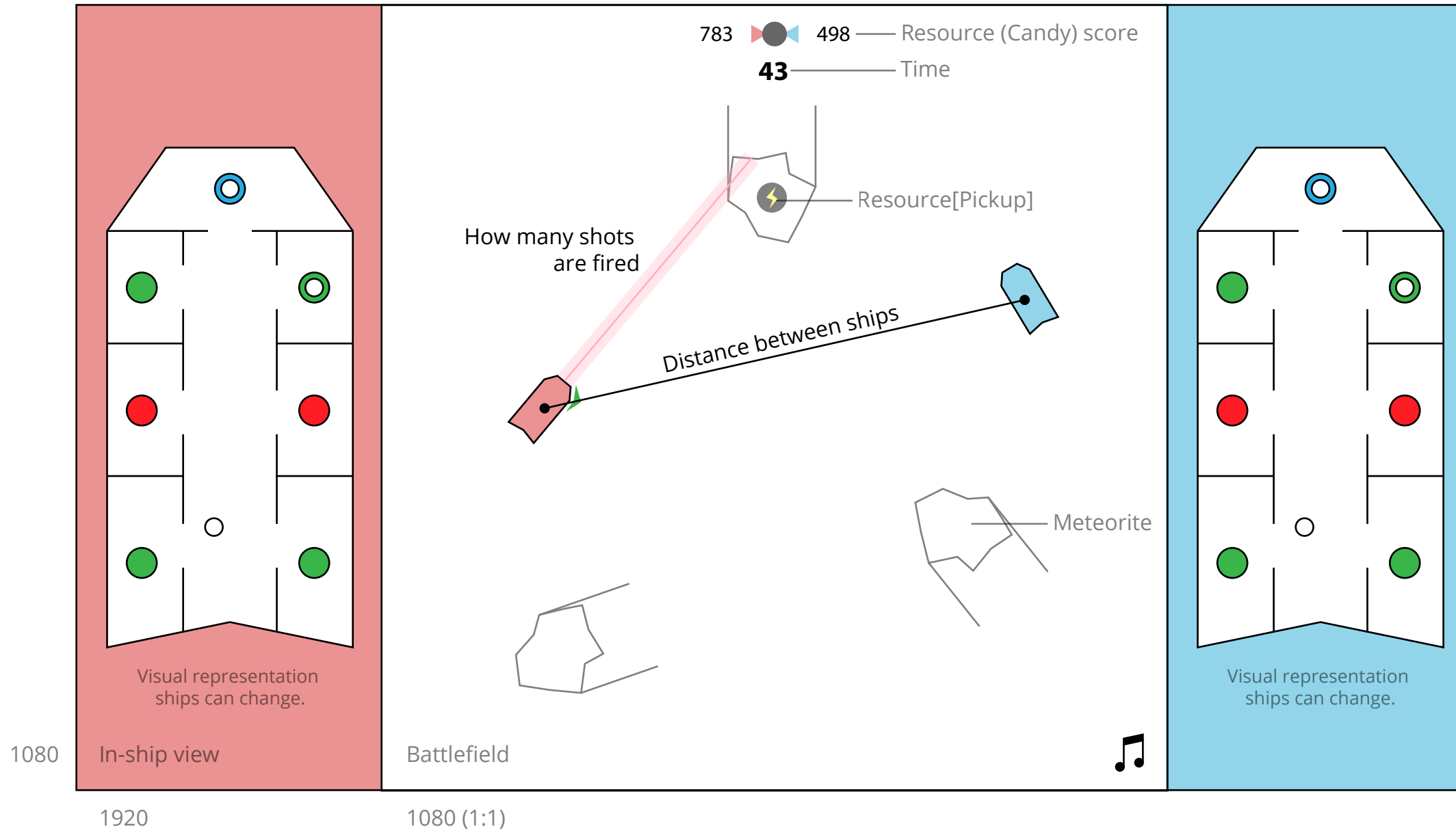That's everything they need to know about the game.

Ready

Ready

1080   In-ship view

Battlefield

1920

1080 (1:1)

```
                                    ┌─────────────┐
                                    │  Tutorial   │
                                    └─────────────┘
                                   ↗               ↘
┌───────────┐      ┌─────────────┐                    ┌──────────┐      ┌─────────────────┐
│ Main menu │ ⇒    │ Team select │ ───────────────→   │   Game   │ ⇒    │ Win/lose screen │
└───────────┘      └─────────────┘                    └──────────┘      └─────────────────┘
                          ↑                                                       │
                          └───────────────────────────────────────────────────────┘
```
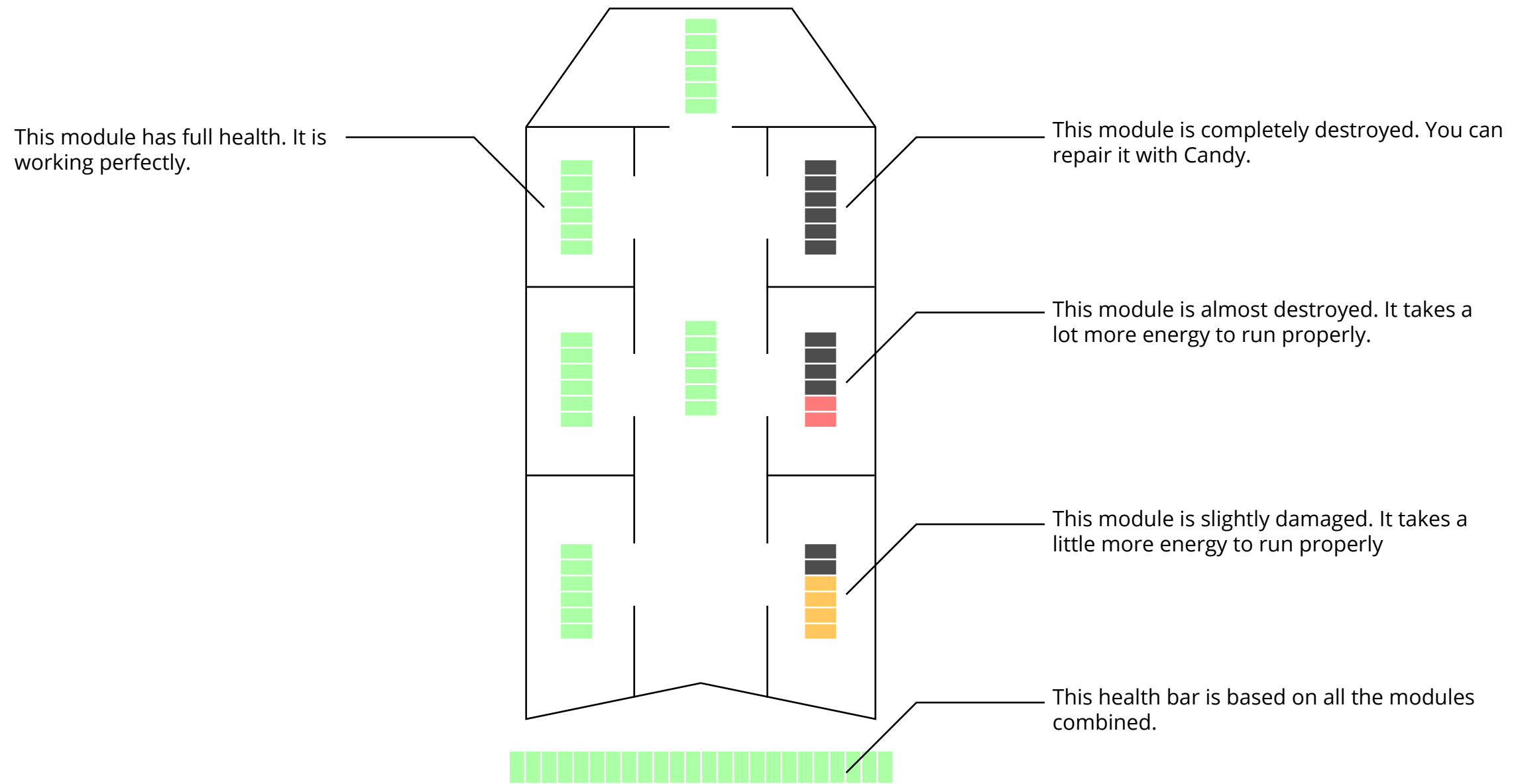
→ Tutorial

➤ Play (skip tutorial)

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

Chaos = Distance ships × Shots fired

783 ◄●► 498 — Resource (Candy) score

43 — Time

Resource[Pickup]

How many shots are fired

Distance between ships

Meteorite

Visual representation ships can change.

In-ship view

Battlefield

Visual representation ships can change.

1080

1920

1080 (1:1)

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.

This module has full health. It is
working perfectly.

This module is completely destroyed. You can
repair it with Candy.

This module is almost destroyed. It takes a
lot more energy to run properly.

This module is slightly damaged. It takes a
little more energy to run properly

This health bar is based on all the modules
combined.

*Healthbars are not final and can
change in size.*