



# Space Zodiacs

Game Design Document v 1.0

Development

Agile iteration, adding sophistication at interim. ...

**SpaceZodiacs.com**

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## 1) Game Overview

Machine Learn data structure of the Gameplay mechanics are ethnographic Gamified objects as Actor Networks that represent positive and negative emotions, Affective Computing that's vie for occupation of the Holographic Universe as an AI.

- **Game Concept:** holographic universe simulation game.
- **Genre:** puzzle/shooter-sandbox.
- **Target Audience:** casual gamers.

### Look And Feel

Random vector graphics.

## 2) Gameplay and Mechanics

Objectives.

- \*Shoot Space Junk and Traverse Light Speed.
- \*Capture Trajectors and Achieve Holographic Levels.

### Gameplay Flow

Space Junk spawns on screen as Ori Ball approaches attacking Trajectors to capture it and achieve Faster Than Light Speed to traverse to a Holographic Level.

Ori Ball shoots as much Space Junk as possible, avoids collision and attacking Trajectors to control Holographic Universe.

### Mechanics

Axis to traverse Holographic levels on screen.

Combat is the maneuver of Space Junk collision and attacking Trajectors by elimination and capture to traverse Holograph.

## 3) Interface

### Visual System

- HUD
- \* Ori Ball Avatar

- \* Space Junk Kills
- \* Holographic AI Health

### **Control System**

- Tap to shoot
- Toggle finder to maneuver

### **Audio, Music, Sound Effects**

- Laser Shots  
Ori Ball's firepower
- Exploding Space Junk
- Collisions  
Space Junk with Ori Ball and its fragments
- Holographic AI Life  
Momentum of battle

### **4) Game Art**

Adobe Illustrator, scalable.

- 1) Holographic Universe Background
  - a) Heavenly Palace - AI
- 2) Ori Ball
  - a) Avatar
  - b) Laser Shots
- 3) Trajectors and Space Junk
  - a) Trajector topedos
  - b) Fragments
- 4) HUD
  - a) Ori Ball
  - b) Trajectors
  - c) Space Junk
  - d) Holographic Health
  - e) Space Junk Kills
- 5) Start
- 6) App Icons

