



SpaceZodiacs v1

Holographic Universe

SpaceZodiacs.com

530 South Lake Ave 130
Pasadena, Ca. 91101

818.919.0633

gamifiable@gmail.com

Game Overview

The Star Shooter in Ori Ball shoots Space Junk, avoids collision and debris. Star Shooter maneuvers into Warp Speed to capture a Space Warrior Trajector.

By tapping and holding the screen, the Star Shooter's Ori Ball captures a Space Warrior Trajector to upgrade the Star Shooter's Holographic Chi.

Star Shooter capture of Trajectors a number of times in one game changes the game's visuals.

Alternative: Star Shooter races against two other Ori Balls to traverse into Warp Speed.

- **Game Concept:** holographic universe simulation game.
- **Genre:** scalable 2D action, strategy and puzzle.
- **Target Audience:** casual gamers.

Look And Feel

Random vector graphics.

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

Movement is Ori Ball that maneuvers 360 degrees on x and y axis to traverse Holographic levels on screen.

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