GALACTIC MOVERS

Welcome to *Galactic Movers Inc.*
Neither suns nor stars, worms or black holes shall stay you from completion of your appointed rounds.
Now start delivering!

Code of Conduct*

1. Control your delivery cruiser from a **top-down perspective** and be swift on the job, the client is waiting.

2. When piloting, be sure to avoid the **gravitational pull** of planets and **steer the ship** away from asteroids, space worms and other troubles that will come your way.

3. *Galactic Movers Inc.* cannot be made accountable for any *shiproids* or other enhancement mods you use to **power-up your ship** in your space travels.

4. The cargo is your life. To ensure a safe flight, load it properly and **arrange the crates with ropes according to different schematics**.

5. Sensitive cargo is tagged. Explosives, chemicals and other dangerous loads must be handled with care.

6. Employees are free to **acquire new schematics** on their trips, as long as payment is made from their personal wallets.

7. It is in the employees' best interest to **obtain more powerful ships with greater load capacity and find more contracts** across galaxies.

Overview

Motivation:

The player's objective is to deliver a set amount of cargo to a specified destination, avoiding planetoids gravitational field and other hazards along the way. He or she must acquire new ships that allow access to other galaxies (levels).

Genre:

Vertical Scrolling Game

Hardware:

iOS Devices

Target Audience:

Casual gamers that favor small sessions of action and physics.

Competition:

Runner games, like *Bit.trip Runner*, *Temple Run*.
Vertical Scrollers, like *Touhou*, *Doodle Jump*.
Smuggle Truck, transporting crates with associated physics (without ropes).

Unique Selling Points:

Rope physics in space
Travel through the silly side of the galaxy
Gravity brings a refreshing take on Vertical Scrolling

Design Goals:

- **Believable Gravitational Physics (***Pedro Engana***)** – Create a believable space ambient with gravitation around planetoids.
- **Diverse Rope Physics (***Ivo Capelo***)** – Simulate the expected feel of objects connected by ropes of different materials (Thread, Elastic, Metal).
- **Procedural Level Generation (***Auguste Cunha***)** – Levels are not static, but computer generated to give the sense of infinite exploration while maintaining difficulty challenges.

Team

Auguste Cunha – auguste.cunha@gmail.com – Producer
Ivo Capelo – ivo.capelo@gmail.com – Lead Programmer
Pedro Engana – pedro.a.f.engana@gmail.com – Game Designer

Annex - Design Goal Specification

- **Believable Gravitational Physics (***Pedro Engana***)**

Rational:

If we're making physics based game in space, gravitational fields play a big role. As such, this design goal emphasizes our vision that in order to build a sense of being in space, there needs to be believable physics associated with objects in space.

These planetoid gravitational fields represent the main obstacle for the player during gameplay, and as such, they must be simple enough to understand, yet interesting, so as to behave according to player expectations and to generate an overall fair and fun experience.

Technical Goals:

- Create a resource efficient gravitational physics system.
- Build different types of planetoids, such as black holes or moons.
- Enable planetoids themselves to be affected by gravitational fields of neighboring planetoids

- **Diverse Rope Physics (***Ivo Capelo***)**

Rational:

This design goal is part of a game mechanic: the towing of boxes. Despite being implementable with simple wires, having diverse types of rope adds meaningful choices to the game.

By allowing the player to choose between an established set of schematics, we can tweak them, to balance their stability (or instability). This will empower different play styles who benefit from rigid, elastic or miscellaneous rope combinations.

Technical Goals:

- Implement efficient and believable rope physics.
- Implement at least 3 rope types (Thread, Metal and Elastic).
- Balance schematics to leverage potential from different ropes.

- **Procedural Level Generation (***Auguste Cunha***)**

Rational:

The main premise behind this design goal is that no two plays of one same level should be the same. This implementation will add some replay value to the game.

The second premise is focused on the difficulty of each level. If a level is generated multiple times, it should retain its original difficulty – only changing its layout (for instance, different planetoid positions in each run).

Technical Goals:

- Implement a level generator that takes into account restrictions of mobile memory.
- Make challenge uniform for successive runs of the same level.
- Allow the exploration of a wide level providing the illusion of infinite space.