



SPACE KNIGHT

AN UNUSUAL ADVENTURE

STUDENT NAME & SURNAME

HIGHSCHOOL

AGE



/ OPEN WINDOW



TITLE

SPACE KNIGHT

SHORT DESCRIPTION

SpaceKnight is a retro space combat game in which the hero must defend his teleported castle against alien space invaders - in order to have any hope of returning to Earth.

GENRE

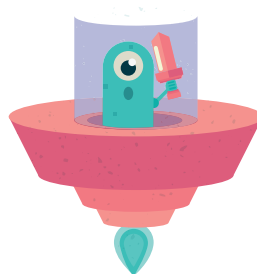
ARCADE

OVERVIEW

THE STORY

Grand Wizard - after luring SpaceKnight into a trap he teleported his castle into outer space.

Our hero - on a mission of revenge -SpaceKnight must first defend his floating castle from an alien assault if he has any hope of returning to Earth and gaining vengeance upon the Grand Wizard.



OVERVIEW

THE CHARACTERS & LOCATIONS



KNIGHT:

Our hero who has to defend his castle from alien attacks.



INVADER GENERAL:

The leader of the alien army.



INVADER:

The alien generals minions assulating the castle



CASTLE:

The knights castle that is floating in space

VISUAL STYLE

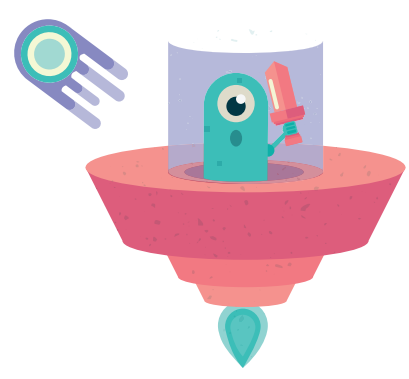


Logo

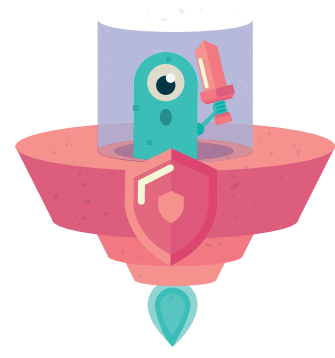


Menu style

VISUAL STYLE



Fighter Shooting

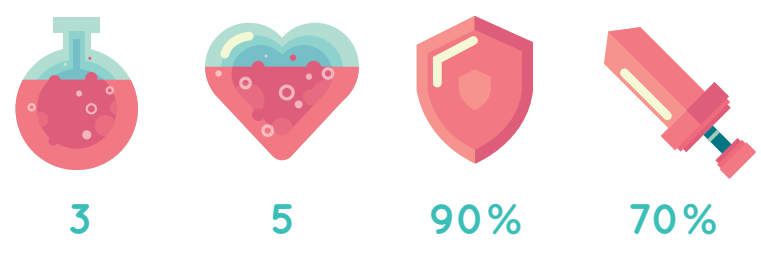


Fighter Shield

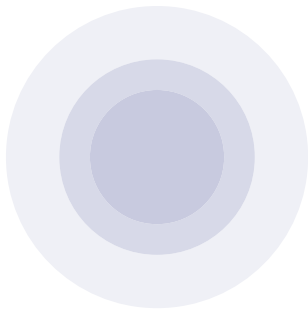
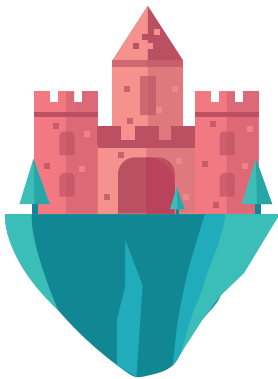
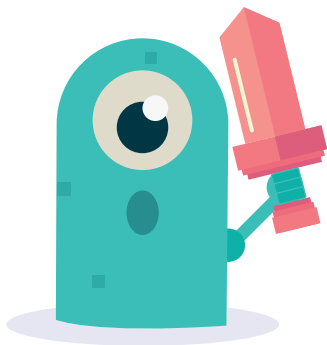
Dialogue



Inventory



VISUAL STYLE



Miscellaneous elements



GAMEPLAY

MOVEMENT & CONTROLS

The hero runs around his castle defending it from alien attacks.

MOVEMENT

Swipping left and right for character movement

SHIELD

Shield to protect against obstacles

ATTACKING MODES

One tap for one sword stroke

PICKUPS

Health and Shield restored by pick ups



GAMEPLAY

LEVEL STRUCTURE

LEVEL 1: **TELEPORTED**

LEVEL 2: **NEW FRONTIERS**

LEVEL 3: **SCOUTING PARTY**

LEVEL 4: **BESIEGED**

LEVEL 5: **THE FALLEN GATES**

LEVEL 6: **1st LINE OF DEFENSE**

LEVEL 7: **THE COURTYARD**

LEVEL 8: **THE KEEP**

LEVEL 9: **AFTERMATH**

LEVEL 10: **THE GRAND WIZARD**

WORLD

WORLD

The Knights hill top castle was teleported into outer space -
somewhere between Earth and the planet Mars.

