Prismatic_Peril_Project_Product_Description

Project Product Description

Title: Prismatic Peril

Purpose

To develop an engaging 8-bit arcade-style space shooter for iOS and Android platforms that captures the nostalgia of retro gaming while delivering a challenging, modern experience for a wide audience. "Prismatic Peril" aims to establish a new IP, achieve the **significant commercial success and high ROI projected in the Business Case** through its dual ad-supported and premium ($6.99) versions, and **contribute to the studio's strategic goal of becoming a leader** in the retro gaming market.

Composition

The core product is a mobile game featuring five distinct levels of increasing difficulty: **Level 1 – Encounter, Level 2 – Creature Cave, Level 3 – Massive Warship, Level 4 – The Transport System, and Level 5 – The Eyedo Empire's Star**. Each level culminates in a unique boss fight. The player controls a spaceship equipped with a primary wave cannon, which can be fired rapidly or charged to release a devastating large particle shot capable of defeating multiple enemies.

A key feature is the "Force Sphere" power-up system. Players collect these spheres, which attach to the front or rear of the ship, augmenting its capabilities. Force Spheres contain different coloured "Laser Crystals" that alter the wave cannon's projectiles. For example, the blue crystal grants two angled rebounding shots and a forward shot, while the red crystal enables a wide, ring-like beam. Collecting successive Force Spheres of the same colour upgrades the weapon's firepower in three distinct steps.

The game includes 12 unique enemy types, attacking in waves and formations reminiscent of classic arcade titles. The game's audio design features retro-style digital music and sound effects, enhanced with modern techniques to evoke nostalgia while maintaining high production quality.

Two versions will be released: an ad-supported free version containing the first three levels, and a premium paid version ($6.99) containing all five levels.

Derivation

Prismatic Peril is a wholly new Intellectual Property (IP) developed using the **Godot game engine**, chosen for its strong 2D capabilities and open-source nature. The visual aesthetic

draws inspiration from 8-bit coin-op games by Sega, Atari, Irem, and Namco. Gameplay mechanics are inspired by classic titles such as **Xenon 2: Megablast, Raiden, 1942: Joint Strike, Gradius, and Galaga**, blending familiar elements with the unique Force Sphere system.

Project Approach

The project will utilize an **Agile development methodology**, likely Scrum, incorporating iterative development cycles (sprints) to build and refine gameplay features. Regular reviews and testing will occur throughout the development process to ensure alignment with quality goals and allow for adaptation based on feedback.

Quality Method

Quality will be assured through a combination of methods throughout the project lifecycle. This includes peer reviews of code and design documents, automated testing where applicable, rigorous internal QA testing cycles (unit, integration, system), usability testing, performance profiling on target devices, and structured Alpha/Beta testing phases involving external players. Bug tracking and resolution will be managed using a dedicated system.

Customer Quality Expectations & Acceptance Criteria

The final product must meet specific quality standards to be considered acceptable for launch. These expectations and the criteria for their acceptance are outlined below:

Customer Quality Expectations	Acceptance Criteria & Project Level Tolerances	Acceptance Method	Acceptance Responsibilities
Game must be fun and engaging	75% or more of playtesters rate game as "fun" or "very fun" (+25% / -5%)	Playtester surveys with specific questions about enjoyment and engagement	Design Manager
Game must run smoothly on **target iOS/Android platforms**	Minimum 60 FPS on specified target devices (±10%)	Performance testing using profiling tools on all target devices	Technical Director
Game must be stable with minimal crashes	Crash rate below 0.1% per gaming session (+0% / -0.05%)	Automated stress testing and beta testing with crash reporting	QA Manager
Controls must be responsive and intuitive	80% of new players play effectively within 2 mins (+10% / -5%)	Usability testing with recorded gameplay sessions and timed metrics	UX Designer

Customer Quality Expectations	Acceptance Criteria & Project Level Tolerances	Acceptance Method	Acceptance Responsibilities
Game has authentic retro feel, yet accessible	70% of players appreciate retro aesthetic & find game accessible (+20% / -10%)	Focus group testing with retro gaming fans and modern mobile gamers	Art Director
Core Mechanics Functional & Balanced	**Force Sphere attachment, detachment, crystal effects, and upgrades function as designed with no game-breaking balance issues.**	**Scripted QA testing, designer playtesting, Beta feedback analysis.**	**Lead Programmer / Design Manager**
Loading Times Acceptable	**Initial load < 10s, Level loads < 5s on target devices.**	**Timed tests during QA cycles on representative hardware.**	**Technical Director**
Storage Size Efficient	**Total installed app size < 200MB.**	**Build size monitoring during development and final checks.**	**Technical Director**

Development Skills Required

Successful development requires a team with diverse expertise. Key roles include pixel artists adept at the retro 8-bit style, experienced **Godot programmers proficient in GDScript**, game designers skilled in level design and gameplay balancing for shoot 'em ups, sound designers capable of creating authentic retro-style audio with modern fidelity, UI/UX designers focused on intuitive mobile interfaces, QA testers familiar with mobile game testing methodologies, and marketing specialists knowledgeable about the mobile game market and player acquisition strategies.