

Moon Sweeper

Success Criteria

Overall

Aesthetic Goals

Create a large greenhouse , similar to the Botanic gardens in Dublin, that a player can fly around and encounter enemy bugs, that is perceivably on the moon

Create additional rooms, (comms/lab/water unit) complementary to greenhouse

Create colourful bugs/insects as enemies

Create an interesting level.

Technical Goal

Have the game playable on the internet, with a longer term goals of having it playable on Facebook with all the associated items.

Commercial

Have a game that is downloadable or suitable for receiving advertising on Facebook

Time

The playable internet game should be delivered by the end of August 2013