

Blade's Destiny											
Section	Time of day/Weather/Mood	Brief description	Player Mechanics	Player Goal	Design Goal	Emotional Beat	Characters encountered	Objects encountered	Other assets needed	Audio notes	Visual Effect Notes
Main Menu	Early morning/Mysterious and serene	The Player can start the game.	Button clicking	Start the game.	Encourage the player to start the game	Excitement to play the game.	n/a	Start/ Exit Button, background elements	n/a	n/a	n/a
Gameplay	Early morning/Mysterious and serene	In this section the Player can play the core gameplay of our game.	Character jumping system. Character fighting system. Dying system.	Beat enemies. Don't die.	Make the gameplay fun and interesting	The feeling of tense and focused situation.	knights, hero, monsters	Background elements, enemies, health bar, heal object.	n/a	jump sound, hit sound, death sound, background music, start music, bow sound	hero: bow attack /sword attack(ground/air), hit, death, jump; Monsters, knights: attack, hit, death. Heal object: disappearance
Game Over	Early morning/Mysterious and serene	The Player can restart/exit the game.	Button clicking /Game restart or Exit.	Restart /Exit the game.	Show the player that the game is over.	Happiness - the player beats all enemies. Frustration - die in the middle of game.	n/a	Game Over Screen, authors	n/a	n/a	n/a