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| AA Games |
| GAME2014-F2021-Assignment1 |
| **Jinxx** |
| Version #XX  All work Copyright © 2021 by XX Games.  All rights reserved. |
| **[Amer Ali Mohammed]** |
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| January 11th 2021 |

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**Version History**

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

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| --- | --- | --- |
| SL.No | Date : | Description |
| 1. | Sep 27, 2021 | Added initial files. |
| 2. | Sep 28, 2021 | * Added scenes and Buttons and corrected the resolution. * Added Instructions Scene and fixed resolution issues. |
| 3. | Oct 4, 2021 | Fixed packages bug and added player movement. |
| 4. | Oct 5, 2021 | Added Enemy Spawns and File Headers for the project |
| 5. | Oct 6, 2021 | * Fixed the game to portrait and added pause screen. * Added Sound and Fixed some UI * Added BGM and fixed other gameplay errors. Added health and scoring system. * Updated Instructions Screen. |
| 6. |  |  |
|  |  |  |

[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

1. **Game Overview**

*(ensure you mention the goal of the game and how to win if applicable)*

*Jinxx is a mobile landscape perspective 2D platformer game in which the player is required to collect all the stars scattered through the level avoiding enemies and enemy bullets and preserving atleast one life until all the coins are collected. Player falling of a platform result in respawning of the player at the start of the level & colliding with enemies or enemy bullets will deduct a life off the player’s remaining lives.*

1. **Game Play Mechanics**

*(how does your game work?)*

*Using Movement and Jump mechanics player needs to avoid hitting enemy bullets and enemies to preserve their health and avoid falling off platforms as respawn is at the start of the level.*

1. **Camera**

*(Point of View)*

*2D Locked-On Camera platformer.*

1. **Controls**

*(Which keys does your game use? Does it use the mouse or a joystick?)*

*On Screen UI controls(Android)*

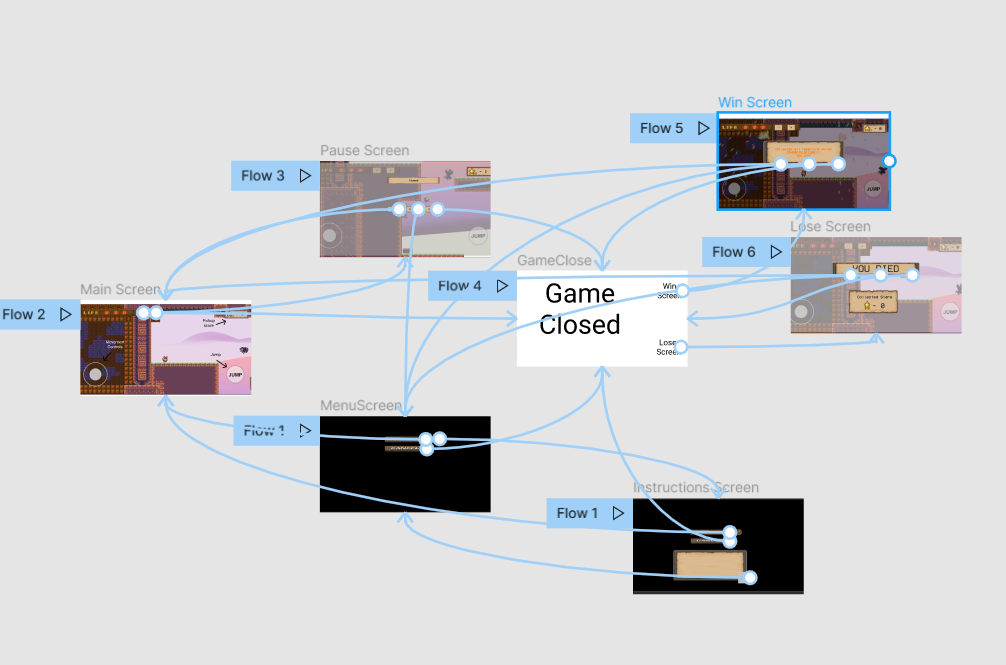
*WASD – Movement, Space – Jump (PC)*

1. **Saving and Loading**

*(Does your game include saving and loading? When? How?)*

*Game uses prefabs to save and load the collected stars as score from the main screen onto the death screen.*

1. **Interface Sketch**

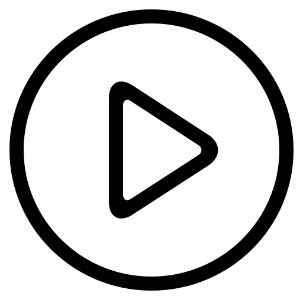
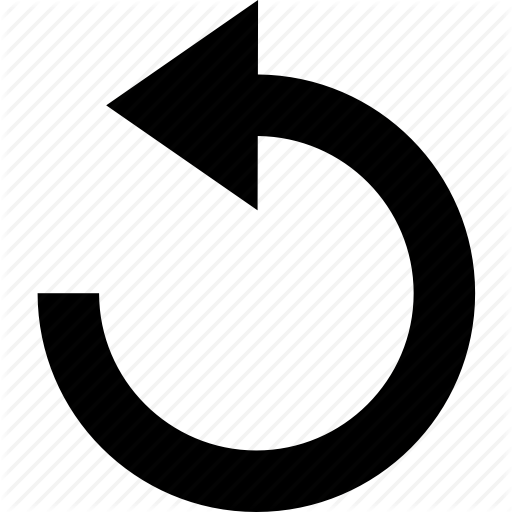
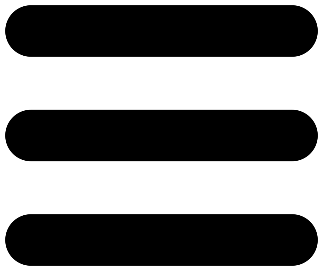
*(What does the game interface look like? Provide a screen shot or sketch)* ****

Mockup of the game’s UI wireframes in Figma –

<https://www.figma.com/proto/2smw2HbY1NWBJ642Feomd2/Untitled?node-id=2%3A2&scaling=scale-down&page-id=0%3A1&starting-point-node-id=10%3A3&show-proto-sidebar=1>

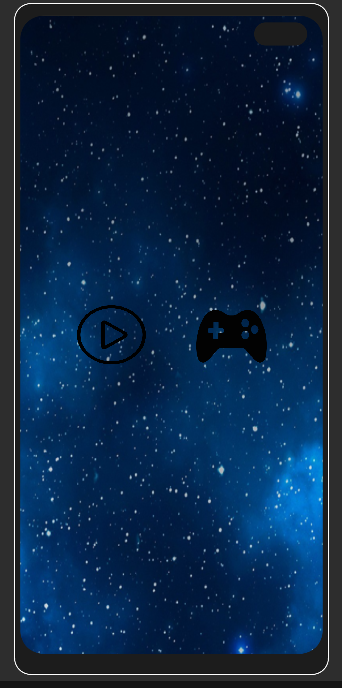
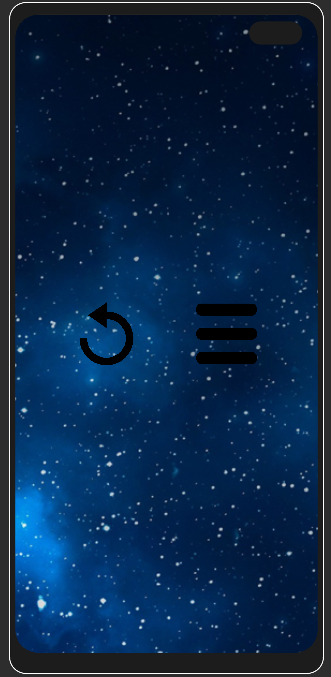
1. **Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

*Used Android app Menu button Icons instead of text to describe the buttons.*

*Game Screen***A picture containing text, blue

Description automatically generated***Instruction Screen*

*Menu ScreenEndScreen*

1. **Game World**

*(Describe Your Game Environment)*

*The Game is locked in landscape resolution and have the controls and HUD at the bottom of the screen. The game has platforms, moving platforms, bouncing platforms, eagle enemy with bullets, possum enemy no bullets, pickup stars & Player.*

1. **Levels**

*(Describe Each of your game levels)*

*Level includes :*

*Player, flying in vertical motion & bombs shooting capable Bird enemy which can change direction upon player collision with its collider, flying in Horizontal motion & bombs shooting capable Bird enemy which cannot change directions, Possum enemy with Line of sight and ground/platform walking capability, Horizontal, Vertical & Diagonal Up moving platforms, Bouncing platforms, Death panel at the bottom of the level.*

1. **Game Progression**

*Collecting all the remaining Stars laid across the level.*

1. **Characters**

*(Describe Your game avatar if applicable)*

*Player fox character, Flying Bird enemies \* 2, walking/patrolling possum enemy.*

1. **Non-player Characters**

(Describe Any Computer controlled Allies and how they work)

Floating and animating star power-ups.

1. **Enemies**

*(Describe computer-generated enemies and boss monsters)*

*Flying in vertical motion & bombs shooting capable Bird enemy which can change direction upon player collision with its collider, flying in Horizontal motion & bombs shooting capable Bird enemy which cannot change directions, Possum enemy with Line of sight and ground/platform walking capability*

1. **Weapons**

*(Describe any weapons available to the user)*

*Birds have bombs shooting capability.*

1. **Items**

*(Describe any in-game items that can help or hinder the user)*

*Star pickups, moving and bouncing platforms.*

1. **Abilities**

*Movement, Jump.*

1. **Vehicles**

*Moving Platforms for short distances.*

1. **Script**

*Game Controller, Player Behaviour, Player Animation State, Play Button, Cancel Button, Pause, Score Manager, Audio Manager, Enemy Controller (Possum), Eagle Enemy Controller (Eagle), Buller, Health, Instructions Manager, LOS, Moving Platform Controller, Moving Platform Direction, Pickup, UI Controller, Death Plane Controller, Death Panel.*

1. **Scoring**

*Reaching pre-defined kill targets to unlock levels by killing enemies and preserving lives.*

*Killing each enemy will add to the game score points.*

1. **Puzzles/Mini-games**
2. **Bonuses**

*None*

1. **Cheat Codes**

*None*

1. **Sound Index**

*(Include an index of all your sound clips)*

*Vintage arcade classic music from opengameart.*

*Clips for all game screens and game sounds like shoot, collide with target and explosions.*

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*MUSIC BY OBLIDIVM http://oblidivmmusic.blogspot.com.es/*

*File(s):*

*SkyFire (Title Screen).ogg SkyFire (Title Screen).ogg 3.4 Mb [2445 download(s)]*

*Brave Pilots (Menu Screen).ogg Brave Pilots (Menu Screen).ogg 5.5 Mb [1544 download(s)]*

*DeathMatch (Boss Theme).ogg DeathMatch (Boss Theme).ogg 1.9 Mb [1290 download(s)]*

*Victory Tune.ogg Victory Tune.ogg 1 Mb [1069 download(s)]*

*Defeated (Game Over Tune).ogg Defeated (Game Over Tune).ogg 449.1 Kb [1144 download(s)]*

*Space Heroes.ogg Space Heroes.ogg 6.6 Mb [1441 download(s)]*

*Battle in the Stars.ogg Battle in the Stars.ogg 5.8 Mb [1481 download(s)]*

*Alone Against Enemy.ogg Alone Against Enemy.ogg 5.2 Mb [1079 download(s)]*

*Without Fear.ogg Without Fear.ogg 5 Mb [982 download(s)]*

*Rain of Lasers.ogg Rain of Lasers.ogg 5.1 Mb [1135 download(s)]*

*Epic End.ogg Epic End.ogg 5.6 Mb [1006 download(s)]*

1. **Story Index**

*(Outline your game story here)*

1. **Art / Multimedia Index**

*(Include an index of all your graphic and video assets here)*

*Mostly included assets from*

*Unity 2d Standard Assets,*

*Play, Pause, Instructions, Restart, Menu Icons from PNGWing.com*

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

*(Include any future features that are planned to be implemented)*

*Functioning Pickups, Different Enemy Movement implementation, Shooting capabilities, Much cleaner UI, Interactive Background, HighScore mode.*