

KAPLISH PRODUCTIONS



Assignment 3 - External Document (GDD)

Simple 3D Game

Version #2

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Version History

The commits are available on my GitHub account. Following is the link to it.

<https://github.com/BhanuKaplsh/Assignment-3-Simple-3D-game>

This repository was initially made on March 11th, 2016. But it was giving me trouble while I was trying to push my code on GitHub. So, I created the repository again on March 17th, 2016 with the same name.

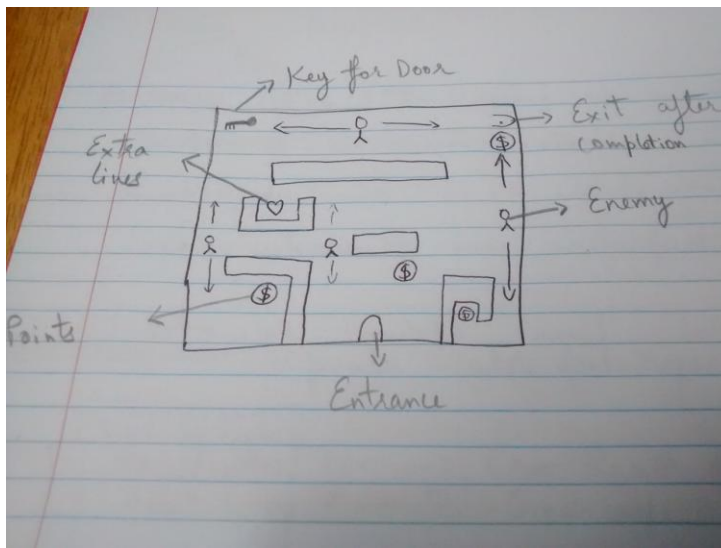
I. Detailed Game Description

This game is a first person perspective simple 3D game. It is a maze game. Here, I positioned the player from where the game will start and he/she has to reach the winning cup to finish the game. There are no enemies as of now which I will add later. The player has to get the coins to earn points.

II. Controls

Controls include arrow key and standard keys (WASD).

III. Interface Sketch



Gold coins



Heart**Winning Cup****IV. Screen Descriptions**

All the states will have labels for score and lives

a. Start State

Here, the avatar is positioned at the start of the game. Hearts and coins are also present there.

b. Gameplay State

In the game-play stage, the avatar can earn points by collecting GoldCoins.

c. Game-End State

As soon as the avatar will touch the winning cup the game will get over.

V. Characters

Currently, there is a first person perspective game player which can run across the maze and collide with coins and heart.

VI. Enemies

enemies are not included yet, but the player has to restrain from the boundary of the map as he/she can fall down.

VII. Scoring

The player has to collide with gold coins to earn score.

VIII. Sound Index

Following sounds will be used for the game:

Footstep (01 to 04) - These four sounds are played respectively when the player walks.

Jump - This gets played when the player jumps.

Land - Plays when lands after jumping.

IX. Art / Multimedia Index

Following files are used for the game creation:

- **GoldCoins** - Downloaded from the asset store.
- **Heart Purple**- Downloaded from the asset store within the PowerUps Vol 1 file.
- **Cup silver** - Downloaded from the asset store within the PowerUps Vol 1 file.
- **GravelCobbel**- Downloaded from <http://www.textures.com>
- **BrickRound** - Downloaded from <http://www.textures.com>
- **Crackles** - Downloaded from <http://www.textures.com>