

KAPLISH PRODUCTIONS



Assignment 3 - External Document (GDD)

Simple 3D Game

Version #01

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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>

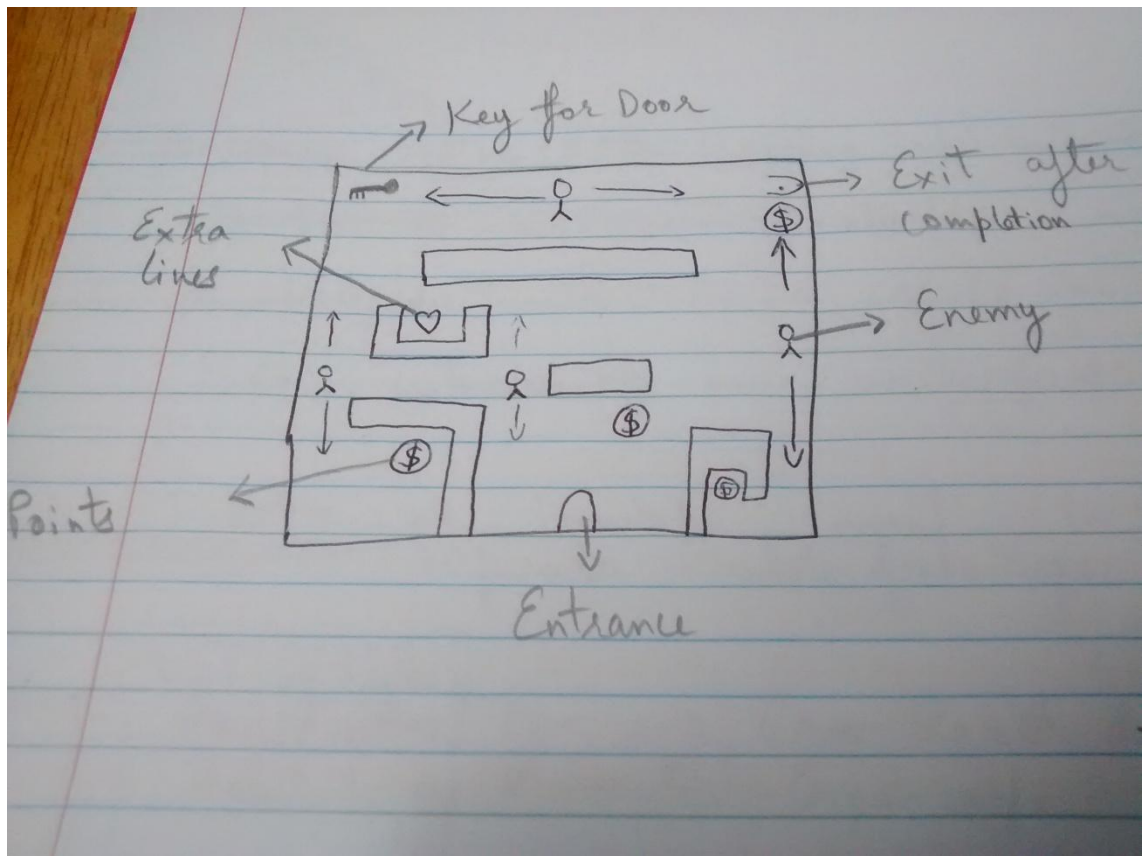
I. Detailed Game Description

This game will be a first person perspective simple 3D game. It will be like Prince of Persia or any other cave game. Here, I will make an entrance door and an exit door to complete the level. To use the exit door, the player must get the key to open the door which he/she will collect from within the game. There will be few enemies from which the player has to restrain because as soon as the player will touch them, he/she will lose a life. The player will have to get the coins to earn points and can also collect hearts to increase the lives score.

II. Controls

Controls include arrow key and standard keys (WASD).

III. Interface Sketch



IV. Screen Descriptions

All the states will have labels for score and lives

a. Start State

In initial stage, the avatar will be on the entrance of the game. The enemies will be roaming around.

b. Gameplay State

In the game-play stage, the avatar will be earning points while restraining from the enemies.

c. Game-End State

The avatar will be at the door with a key and the highscore label will be shown with the game over label.

V. Characters

There will be a game player and enemies as the characters of the game.

VI. Enemies

Enemies will be the avatars from which a player has to restrain from touching.

VII. Scoring

The player has to collide with coins to earn score.

VIII. Sound Index

Following sounds will be used for the game:

Coin - When the player collides with the coin this sound will be played.

Jump - This will be the sound for jumping.

Background music - When the game ends, this sound gets played.

Pain - Whenever the player collides with the enemy, this sound will be played.

IX. Art / Multimedia Index

Following files will be used for the game:

- **Coin** - This is for earning points.
- **Enemy** - These are the enemies.
- **Hero** - This is the player.
- **Background** - This is the background of the game.
- **Wall** - This will make the cave/maze.