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| U Got Died |
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| External Documentation Assignment 1 |
| **U Got Died Presents Survival Fallout** |
| Version #XX  All work Copyright © 2013 by U Got Died Games.  All rights reserved. |
| **Developed by Jonathan Hodder** |
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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.]

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

**Game Overview**

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

**Game Play Mechanics**

*(how does your game work?)*

**Camera**

*(Point of View)*

**Controls**

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

**Saving and Loading**

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

**Interface Sketch**

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

**Menu and Screen Descriptions**

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

**Game World**

*(Describe Your Game Environment)*

**Levels**

*(Describe Each of your game levels)*

**Game Progression**

**Characters**

*(Describe Your game avatar if applicable)*

**Non-player Characters**

(Describe Any Computer controlled Allies and how they work)

**Enemies**

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

**Weapons**

*(Describe any weapons available to the user)*

**Items**

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

**Abilities**

**Vehicles**

**Script**

**Scoring**

**Puzzles/Mini-games**

**Bonuses**

**Cheat Codes**

**Sound Index**

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

**Story Index**

*(Outline your game story here)*

**Art / Multimedia Index**

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

**Design Notes**

*(Include additional design notes here)*

**Future Features**

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