**Design Document for:**

# Unicorn Of Love

**The aMAZEing Maze Game.**

“Read the rules before you choose a team name that has nothing to do with your game”™

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# Game Overview

## Philosophy

### Philosophical point #1

We’re trying to make our first game, We have used this game to lean c#

## CFeature Set

## General Features

Procedural Maze Generation

3D graphics

32-bit color

## Gameplay

Third person action game,

Complete a randomly generated maze while fighting enemies,

Maze gets more complicated and difficulty Increases as game goes on.

The goal I for the player to use the rpg elements of the game to survive as long as possible.

# The Game World

## Overview

The game world is a mysterious maze.

## World Feature #1

Random Generated Maze

## World Feature #2

Randomly Placed Enemies

## The Physical World

### Overview

Describe an overview of the physical world. Then start talking about the components of the physical world below in each paragraph.

The following describes the key components of the physical world.

### Key Locations

Maze

Portal,

Chestroom

BiggerChestRoom

### Travel

The player Traverses the maze on foot, The player gets to a new maze using a portal.

### Objects

Chest- Spawns items

Door- cool animation

Portal- to new level

## Rendering System

### Overview

Give an overview of how your game will be rendered and then go into detail in the following paragraphs.

### 2D/3D Rendering

Unity 3d

## Camera

### Overview

Camera is third Person and Follows Player Around

### Camera Detail #1

Follows Player

### Camera Detail #2

Will react to colliders

## Game Engine

### 

### Overview

Thee unity 3d free game engine

## Lighting Models

### Overview

Point lights throughout maze and 1 big light. To give creepy vibe

.

# The World Layout

## Overview

The world is randomly generated Stone maze

# Game Characters

## Overview

Armor Dude is main character

## Enemies and Monsters

Slime

Fairy- fires projectiles

Skeleton

Skelton Thrower- fires projectiles

# User Interface

## Overview

Provide some sort of an overview to your interface and same as all the previous sections, break down the components of the UI below.

## User Interface Detail #1

Health bar stamina bar and xp bar

## User Interface Detail #2

Graphics that change colour representing the 3 pickups in game

# Weapons

## Overview

Big Sword and small sword using collision setection.

# Musical Scores and Sound Effects

## Overview

Music made electronically

.

# Single-Player Game

## Overview

The Player is alone in a maze and he has to find the portal

## Hours of Gameplay

It is designed to last about ten minutes, the player tries to outlast the rise in difficulty

# Character Rendering

## Overview

3d characters modeled in Blender