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| Krazy Katz |
| Final Project – Side Scroller |
| **Levi’s Adventure** |
| Version #XX  All work Copyright © 2012 by KrazyKatz.  All rights reserved. |
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| October 29, 2015 |

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**Version History**

* **Commit 1 -**

# Final Web Game (Troy and Abed) Requiement:

* \* Player
* i. Biker (top-down)
* ii. implement health bar (100 hit points)
* \* Enemy
* i. Enemy ships
* ii. police ships
* iii. lesser ships (they shoot in a straight direction)
* \* Levels
* 1. Desert
* 2. Forest
* 3. Lava/Snow
* \* Pickups
* i. Photon fuel (repair shit)
* ii. trinkits
* iii. uranium testicles
* \* Shots/Bullets
* i. blast
* ii. bullets
* iii. laser (bullet balls neon light)
* \* Audio/SFX
* i. player/enemy damage
* ii. player/enemy shots
* iii. pickups
* iv. soundtrack

1. **Game Overview**

Space biker style game that is in the desert

1. **Game Play Mechanics**

(how does your game work?)

1. **Camera**

(Point of View)

1. **Controls**

You control the player using the mouse (w, a, s, d keys and the arrow keys).

You shoot by clicking the mouse’s left button

1. **Interface Sketch**

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

1. **Menu and Screen Descriptions**

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

1. **Game World**

Space

1. **Levels**

Level 1 – Desert with space aliens chasing and shooting.

Level 2 – Forest

1. **Characters**Space biker
2. **Enemies**

Space aliens on cars that will only move horizontal direction slowly and then quickly accelerate after 1-2 seconds.

1. **Weapons**

Space blaster shots by player

1. **Items**

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

1. **Scoring**Score by killing enemies (20 points) and pickups (10 points).
2. **Sound Index**

(Include an index of all your sound clips)

1. **Art / Multimedia Index**

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