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| PH.D Games |
| Dustbowl |
| **[Assignment 1]** |
| Version 0.4  All work Copyright © 2013 by PH.D Games.  All rights reserved. |
| **Brandon Carnell** |
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| May 21st 2012 |

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**Version History**

Version 0.1 – First path laid out. No opening description or branching paths.

Version 0.2 – First branch laid out. Still no opening and very basic descriptions.

Version 0.3 – All first level branches added. Basic descriptions still remain.

Version 0.4 – All second level branches added. Descriptions more fleshed out and intro added.

1. **Game Overview**

*This game is a text based adventure based on a level from Valve’s 2007 game, Team Fortress 2. It takes place in an area called Dustbowl. Your job is to play as a BLU Scout, with a final goal of capturing the building with a Control Point in it. Many scenarios involve enemy classes on the RED team, most of which will lead to the game ending.*

1. **Game Play Mechanics**

*The game is a very basic text based adventure game. A small description or scenario will be provided, and 2 – 3 options will be available to input. Many of these inputs lead to game failure, with only 1 ending not resulting in death.*

1. **Game World**

*The game takes place on the map Cp\_Dustbowl from Valve’s Team Fortress 2 game. In particular, it is the first Control Point of the first stage of the map.* [*Valve’s Official TF2 Wiki*](http://wiki.teamfortress.com/wiki/Dustbowl) *has further information and pictures.*

1. **Characters**

*The game takes place from the point of view of a BLU Scout. While having the lowest health of any of the 9 classes in TF2, he is also the fastest, and his natural ability to capture Control Points at twice the speed of the other classes can make him crucial to winning games.*

1. **Enemies**

*Depending on which paths you take, you can encounter multiple different classes on your way. All enemies are on the RED team, the opposite of your own BLU team. Known classes that you can encounter are Spies, Snipers, Engineers, Heavies, Medics, Demomen, Soldiers, and Pyros.*

1. **Weapons**

*(Describe any weapons available to the user)*

1. **Art / Multimedia Index**

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

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

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