

Potato

Forgetful Santa Claus

“Saving Christmas”

Version #01

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Oct 15th 2019

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Version History

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

I. Game Overview

The Santa Claus will jump from the lowest level to the highest level to find his sledge, deer and gifts.

II. Game Play Mechanics

Player can move character to walk and jump

III. Camera

Camera will switch between levels to follow player.

IV. Controls

Space: Jump

double tap space: double jump

A/Left Arrow: Moving left

D/Right Arrow: Moving Right

V. Saving and Loading

NA



VI. Interface Sketch

NA

VII. Menu and Screen Descriptions

NA

VIII. Game World

The theme is Christmas Eve. Santa Claus forgot where he put his equipments in. He needs to get equipments back.

IX. Levels

For the first level, the Santa Claus's goal is to find his sledge.

For the second level, the Santa Claus's goal is to find his deer. The snowmen appear and prevent the Santa Claus.

For the third level, the Santa Claus's goal is to find the gifts. The snowmen will make the tarps that the Santa Claus not knows.

X. Game Progression

The character will start at the bottom of the map and jump his way up to reach the goal of the level, then he would be transferred to the next level. If he reaches the last goal, he will win. If he falls down, he will lose points. In the last level, if his points are not enough, he need to play last again.



XI. Characters

(Describe Your game avatar if applicable)



XII. Non-player Characters

NA

XIII. Enemies

Snowman

XIV. Weapons

NA

XV. Items

Cookies

Gifts



XVI. Abilities

Jump, walk and double jump when the character hits the cookies.

XVII. Vehicles

NA

XVIII. Script

NA

XIX. Scoring

NA

XX. Puzzles/Mini-games

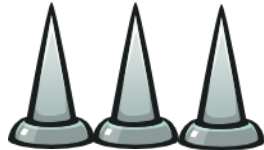
NA

XXI. Bonuses

NA

XXII. Cheat Codes

Type "Hunter" can see the traps



XXIII. Sound Index

Jump sound and background sound

XXIV. Story Index

Christmas Eve is coming soon, but Santa Claus forgot where he put his equipments (sledge and deer) in. In order to make Christmas Eve perfect, he needs to find his equipment and get enough gifts.

XXV. Art / Multimedia Index

NA

XXVI. Design Note

NA

XXVII. Future Features

Add more abilities for character, and try to add some weapons. Try to make this game looks better in the future.