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Version 1.00

About

Join Nas in his epic adventure, in this 2d side scroller masterpiece.

the adventures of nas the numismatic

Adventurer Extraordinaire

# Game Development Document Outline

//Must include cover art, names for characters and a story etc……..

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Game Concept.....................................................................................................................................

Genre...................................................................................................................................................

Platform

//Obviously more to be included biiyssssssssssssssssssssssssssssss

Game Name

The Adventures of Nas the Numismatics (Numismatix)

Game Goals

This is a fast-paced, competitive game where the goal is to collect the coins in as fast as possible.

Platform

The platform in which we created this game was Unreal Engine.

GDD templates

Hello test for github

Story

Many years ago, the dark overlord (Maximus) stole the happiness cube from the elders of the land. All the folks of the land lost their happiness. The only way to restore happiness to the land is for someone to collect all the coins, only then will that brave soul have the power needed to defeat the dark overlord. The dark overlord has littered the land with dangerous obstacles that you must overcome in your quest to collect all the coins needed to become strong enough to defeat the dark overlord For years, many have tried to collect the coins needed to become strong enough, but they have failed only to be punished heavily by the dark overlord.

The people of the land desperately want to restore their happiness this is where the young enthusiastic Nas comes in, Nas desperately wants to help the people of his land. The elders of the land have warned young Nas that the dark lord has become to strong and that nobody can defeat him. But Nas is determined to save the people of his land and restore happiness.

Characters

**Nas**

You play as Nas the numismatic, he is youngest in a long line of great coin collectors you will guide him on his journey to collect all the coins to become strong enough to defeat the dark lord.

**Maximus (The Dark lord)**

Created from pure evil Maximus needs the happiness of all the people in the land to stay alive. He hatched a plan that involved stealing the happiness cube from the elders. With the happiness cube in his possession he can rule over the land and control everyone.

Music and SFX

Map / Levels

////Paper prototype

Draft one

![A picture containing device, object

Description automatically generated]()

////Draft two

////Final Draft

Game Control

Game Camera

HUD System

Control Schemes

![A close up of a device

Description automatically generated]()

Inspiration

Classic games such as Mario and Sonic have inspired us to make this game, we all agreed that these games would appeal to the older generation as it’ll be reminiscent of those games but it will also target the new aged gamer. Our target audience is between the ages of 6-69.