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| Krazy Katz |
| Assignment |
| **Game’s Name** |
| Version #XX  All work Copyright © 2012 by KrazyKatz.  All rights reserved. |
| **Khandker Faim Hussain** |
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| October 29, 2015 |

Table of Contents

**Version Control (History)3**

**Game Development4**

Game Overview4

Controls4

Interface Sketch4

Screen Descriptions4

Characters/Vehicles4

Enemies4

Scoring4

Sound Index4

Art/Multimedia Index4

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**Version History**

* **Commit 1 – Added character controller**

Using the standard assets provided by Unity, I added the character controller script as well as the actual controller onto my “player” I also created the external document as a word file.

* **Commit 2 – Added game assets (Enemy and dungeon prefabs)**

Created original dungeon using assets from Unity Store

* **Commit 3 -**

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

1. **Game Overview**

*You play as Annie a girl who got kidnapped by an evil prince who wants to make her his wife by any means necessary. Her goal is to stay sane by drinking potions that are scattered across the area, while avoiding the ghouls that are after her, but her main goal is to escape the dungeon.*

1. **Game Play Mechanics**

*Player loses health when a zombie touches her, player gains points by picking up bottle potions, and wins the game by reaching the exit.*

1. **Camera**

*First person view.*

1. **Controls**

*(Which keys does your game use? Does it use the mouse or a joystick?)You use keys (w, a, s, d) to move the player around and the mouse to move the player’s camera.*

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**

*(Describe Your Game Environment)*

1. **Levels**

*(Describe Each of your game levels)*

1. **Game Progression**
2. **Characters**

*(Describe Your game avatar if applicable)*

1. **Non-player Characters**

(Describe Any Computer controlled Allies and how they work)

1. **Enemies**

*(Describe computer-generated enemies and boss monsters)*

1. **Weapons**

*(Describe any weapons available to the user)*

1. **Items**

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

1. **Abilities**
2. **Vehicles**
3. **Script**
4. **Scoring**
5. **Puzzles/Mini-games**
6. **Bonuses**
7. **Cheat Codes**
8. **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)*

The dungeon and the zombie character are from Unity’s Asset Store.