|  |
| --- |
| Krazy Katz |
| Assignment 01 |
| **High School Roller Coaster** |
| Version #XX  All work Copyright © 2012 by KrazyKatz.  All rights reserved. |
| **Khandker Faim Hussain** |
|  |



|  |
| --- |
| November 28, 2015 |

**Table of Contents**

Table of Contents

**Type chapter title (level 1)1**

Type chapter title (level 2)2

**Type chapter title (level 1)4**

Type chapter title (level 2)5

**Version History**

* **Commit 1 - theDragon Template**
  + Using the template.
* **Commit 2 - Finished basic state machine diagram and finished 1/2 of nodes (brainstorming)**
  + Created state machine diagram using *Visio* and finished half of the brainstorming (story progression in word.doc and inserted info into respective nodes).
* **Commit 3 – Completed state machine diagram and completed nodes including every story portion**
* **Commit 4 – Modifying dragon page with my nodes’ info and redesigned pages with css**

[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**

*(ensure you mention the goal of the game and how to win if applicable)*

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

*(Describe Your game avatar if applicable)*

1. **Story Index**

*(Outline your game story here)*