CS 497: Game Dev

Week 2

Requirements

1. UV Map and texture your previous model. Extra points: animate your model

2. Create a 1 page game design document for your final game

3. Create a 2D game in Godot Engine with a minimum of the following:
- Start screen with title
- User Input handling
- 1 in-game button (not part of a menu)
- Lose game scenario
- Win game scenario

Can use the *Avoid the Creeps* example:
https://docs.godotengine.org/en/3.1/getting_started/step_by_step/your_first_game.html

Submission

Textured model will be uploaded to your ArtStation account. (email me the link)

Game Design Document will be uploaded to your GitLab account. (email me the link)

2D game will be uploaded to Itch.io (email me the link)

Game Design Document Requirements

Submit a PDF in your GitLab account and email me the link.

Include the following descriptions as part of your GDD, but feel free to customize it as needed for your game:

- **Basic Story**
  - Someone has a problem and needs to solve it. Describe the conflict and proposed resolution.
  - Ex:
    - Zelda has been kidnapped and Link will aimlessly wander around a world, becoming more powerful so he can defeat Ganon
- **Game play**
  - Ex:
    - Point and click to move, mobile: tap
    - E to interact : Open, close, activate, turn on off, pick up
    - Mobile: button bottom right
    - Attack: right click, mobile: hold attack and tap in direction of attack
    - Flashlight: F key, HUD button
    - Power ups available and briefly how they work
    - Weapons available, if any: bat, axe, sword, energy axe
    - Inventory: Keys (general level progression items), maps, flashlight,
    - Enemies: Koopa Troopas, Shy Guys, etc
    - Describe how saves work: checkpoints, autosave, manual save, etc
- **Space**

- ○ Describe your world, your boundaries, and what it looks and acts like
- **Goals**
  - ○ What are the win conditions?
    - ■ Are there alternatives? What makes one win better or worse than another win?
  - ○ What are the losing conditions?
    - ■ What are the penalties or consequences for losing
  - ○ What is the player trying to achieve?
- **Actors**
  - ○ Who/what is playable in your game.
    - ■ Who are they?
    - ■ What do they look like?
    - ■ What are they capable of?
    - ■ What makes them unique?
  - ○ Who/what are the antagonists and how do they function?