



DESSERT STUDIO

# Assignment 1

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## Evolving to Victory

Version #0.01

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**Evan Pugh**

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## Evolving to Victory

### Version History

- v0.01 – creation of external documentation
  - game progression tree developed
  - rough game inner workings, one tier of choices created
  - story line not interwoven with game-play at this time

**I. Game Overview**

*As a growing organism in a world full of mysterious things, you must make your way up the food chain and survive your inevitable encounter with humans. The choices you make will determine your future relationship with the world, and ultimately whether your species survives.*

**II. Game Play Mechanics**

*You make decisions using the arrow keys or by typing the number of the available choice.*

**III. Controls**

*Keyboard only.*

*Left arrow key or '1' – choice on the Left*

*Right arrow key or '2' – choice on the Right*

**IV. Saving and Loading**

*You cannot save or load a game.*

**V. Interface Sketch**

*(What does the game interface look like? Provide a screen shot or sketch)*

**VI. Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

## **Evolving to Victory**

### **VII. Game World**

*You are surrounded by danger. As an evolving species, you must make the right decisions to survive. Survival is the most important thing, and you are facing difficult choices in an ever changing world. You inhabit a small jungle which has many predators, and potential allies.*

### **VIII. Levels**

*(Describe Each of your game levels)*

### **IX. Game Progression**

### **X. Characters**

*Evolving species (you): you have a typical body consisting of 4 legs and you are slightly smaller than a deer. You currently poses no extreme strength or special abilities.*

### **XI. Non-player Characters**

One stereo-typical human: has fears, hopes and dreams. Has the potential to eliminate your species or become its ally.

### **XII. Enemies**

*Potential enemy : humans*

### **XIII. Weapons**

*Potential weapons : evolved body parts(ex: claws, more strength, poison, etc)*

XIV. **Abilities**

*Potential abilities : attacks – poison attack, bite, etc*

XV. **Cheat Codes**

*Entering choice 9 will make you win.*

XVI. **Story Index**

*(Outline your game story here)*

XVII. **Design Notes**

*(Include additional design notes here)*

XVIII. **Future Features**

*v0.02 – tier 2 of game-play implementation, still without storyline entered*

*- tidying up of external documentation*

*- additional internal documentation comments in code*