



DESSERT STUDIO

# Assignment 1

---

## Evolving to Victory

Version #3

All work Copyright © 2012 by Dessert Studio Games.  
All rights reserved.

**Evan Pugh**

May 21<sup>st</sup> 2013

**Table of Contents**

1. **Version History**
2. **Game Overview**
3. **Game Play Mechanics**
4. **Controls**
5. **Game World**
6. **Levels**
7. **Game Progression**
8. **Characters**
9. **Non-player Characters**
10. **Enemies**
11. **Story Index**

## **Evolving to Victory**

### **I. Version History**

v1

- 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

v2

- implemented tier 2 choices
- more story-line included
- game progression tree finished

v3

- increased sleep time for reading story
- added all choices to game
- all story-line included
- changed 'improve intelligence' to 'improve agility'
- updated external documentation and story-line tree

### **II. 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.*

### **III. Game Play Mechanics**

*You make decisions by typing the number '1' or '2' that corresponds to the available choices.*

#### **IV. Controls**

*Keyboard only.*

*Enter the number '1' or '2' to pick the corresponding path.*

#### **V. 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.*

#### **VI. Levels**

*There are 7 choices in the game, you start of at tier 1 and depending on your choice, you will fall into one of the two tier 2 choices. From tier 2 you will then be given a final choice.*

*Each time you play you will progress through 3 levels. (//// divides possible questions)*

*Level 1: More food or more varieties of food?*

*Level 2: Improve strength? //// Improve agility?*

*Level 3: Larger claws? //// Larger teeth and jaw?  
//// Larger lung capacity? //// Improved stealth?*

#### **VII. Game Progression**

*As you play the game, you are given choices that determine you and your species affect the human population. Depending on your choice, you can interfere with human hunting and living space. If you make the wrong choices, you and your species will end up perishing.*

#### **VIII. Characters**

*Evolving species (you): you have a typical body consisting of 4 legs and you are as small as a fawn. You currently poses no special abilities or unique attributes.*

#### **IX. Non-player Characters**

*Humans: have fears, hopes and dreams, etc. Has the potential to eliminate your species or become an ally.*

#### **X. Enemies**

## Evolving to Victory

*Potential enemy : humans*

### XI. Story Index

