# Game Design Document

## Game title

Viking Bash

## Summary of game’s story, focusing on gameplay

Defend your village from approaching Vikings, grab your trusty fire axe and start shooting!

## Intended systems

Run and Jump, enemies move right to left, hit them with fireballs from your axe to defeat them and raise your score, get to the end of the level, need to make player character jump and move smoothly and fire shots.

## Intended audience

Casual players, all ages and genders, Viking warlords, axe wielders etc.

## 2-3 similar games

<Even the most unique and unusual games have similarities with existing games, even if the similarity is only how unusual the game is! What games are most similar to this game. Listing the specific features where appropriate>

Contra, Gunstar Heroes and Oniken for their side-scrolling shoot enemies to win formula.

## Unique selling points

Nothing new, just fun and pretty.

## What’s enjoyable/positive about this game?

You get to kill invading Vikings with a fire axe, why not?

## MVP Milestones

Week 1 - Complete research, what type of game you want to make, what tutorials you’ll use for research, where to source assets

Week 2 – White box level design, attempt basic movement with basic shapes (e.g. cubes, spheres etc.), start screen function, lose/win functions, restart function, score GUI.

Week 3 – Attempt enemy functionality, defeat of player character, defeat of enemy character, enemy movement, enemy spawn, enemy despawn off screen.

Week 4 – Attempt to add art assets to level design, attempt to add music and sound effects.

Week 5 – Polish all elements and any additional functionality.

## Final Submission Milestones

Completed and playable build, bug free and functioning code

## References

Unity 5 2D Platformer Tutorial - Part 1 - Setup, Animations

Gucio Devs

<https://www.youtube.com/watch?v=oK_NzdVSxaQ&list=PLq3pyCh4J1B2va_ftIthSpUaQH0LycRA->

How to make a 2D Platformer - Basics - Unity Tutorial

Brackeys

<https://www.youtube.com/watch?v=UbPiCgCkHTE&list=PLPV2KyIb3jR42oVBU6K2DIL6Y22Ry9J1c>

<https://forum.unity.com/threads/accessing-the-sprite-renderer-to-flip-the-sprite-c-solved.381804/>

# How to make a 2D Platformer - Tiling - Unity Tutorial 4A

Brackeys

<https://www.youtube.com/watch?v=CwGjwnjmg2w&list=PLPV2KyIb3jR42oVBU6K2DIL6Y22Ry9J1c&index=4>

# How to make a 2D Platformer - Tiling - Unity Tutorial 4B

Brackeys

<https://www.youtube.com/watch?v=77zdOaUGguc&index=5&list=PLPV2KyIb3jR42oVBU6K2DIL6Y22Ry9J1c>

Double Jumping & Finding The Ground - Unity 2D Platformer Tutorial

Gamesplusjames

<https://www.youtube.com/watch?v=2akPDnmSfu8&list=PLiyfvmtjWC_Up8XNvM3OSqgbJoMQgHkVz&index=3>

Shooting Shots

Unity tutorials

<https://unity3d.com/learn/tutorials/s/space-shooter-tutorial>

Boundary

Unity tutorials

<https://unity3d.com/learn/tutorials/projects/space-shooter-tutorial/boundary?playlist=17147>

Creating Hazards

Unity tutorials

<https://unity3d.com/learn/tutorials/projects/space-shooter-tutorial/creating-hazards?playlist=17147>

Unity Spawn Prefab at Position Tutorial C# Easy

I Unity 3D tutorials

<https://www.youtube.com/watch?v=M_xXmpI0GYs>

Moving the Camera

Unity tutorials

<https://unity3d.com/learn/tutorials/projects/roll-ball-tutorial/moving-camera?playlist=17141>

Counting points and displaying the score

Unity tutorials

<https://unity3d.com/learn/tutorials/projects/space-shooter-tutorial/counting-points-and-displaying-score?playlist=17147>