Nature’s Call

Game design document

# Game description

## Target Market

Our target audience are kids aged 6 to 12 years old who love the nature and who try to do everything to keep the nature in its original state.

See ‘Pars Pro Toto’

# Art and Video

## Assets Pipeline

As a player I want to have a main menu so that I can play the game.

As a Developer I want a level so that I can fill it with assets.

As a player I want different towers so that I can place them and shoot with it.

As a player I want a User Interface so that I can see additional information on my screen.

As a player I want controls so that I can control the game.

As a player I want points/coins so that I can spend them and upgrade/buy things.

As a Developer I want tower art so that I can update the towers with it.

As a player I want specials so that I can use them to win the game.

As a player I want lives so that I know when I lose.

As a Developer I want animations of towers/specials/enemies so that the game looks better.

As a player I want enemies so that I have something to fight against.

As a player I want an upgrade system so that my towers can get stronger.

As a player I want pickups so that the game gets more fun.

As a Developer I want User Interface art so that the UI looks better.

As a Developer I want cut scene so that I can apply them in the game.

As a player I want high scores so I have competition.

As a player I want a mini or end boss so that there is a challenge.

As a player I want different sound effects to make the game more fun.

As a player I want background music to make the game more alive.

As a player I want a How to Play screen so that I know how to play the game or which controls to use.

As a player I want particle effects so that the game looks cool.

As a player I want different levels so that the game is not monotonous.

As a player I want enemy Artificial Intelligence so that there is a specific challenge.

As a player I want lightning so that it’s not dark.

As a player I want collision so that I know when I hit an object.

As a Developer I want main menu art so that our main menu looks good.

As a Developer I want button art so that our buttons look better.

As a Developer I want art of enemies/towers/specials so that they look better.

As a Developer I want background art so that our background doesn’t look boring.

As a player I want a story to make the game more interesting.

See our Scrum board.

<https://trello.com/b/zLpT8DJw/aim-project>

# Production Schedule

## Planning

See our Trello: <https://trello.com/b/zLpT8DJw/aim-project>

# Technical Specs

## Code Versioning

See our GitHub: <https://github.com/FadedSoul/Nature-s-Call/tree/master/Aim/Assets/Scripts>

## Code Objects