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| [Type the company name] |
| Arcade-Style 2D Platformer |
| **(Title is a work in progress…)**  **Insert a Company Logo here** |
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| **[Khandker Faim Hussain]** |
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# **Version History:**

#### Commit 1 – Initial commit:

Added documentation and began Unity Project

#### Commit 2 – Updated Documentation:

Added updated external documentation as well as reference material

#### Commit 3 – UI Set Up:

Added MenuSceneController script, modified and designed MenuScene, added proper object referencing to script and UI components

#### Commit 4 – Designed UI:

Added BackToMenuController script and designed both InfoScene and CheatsScene

#### Commit 5 – Set Up Player and Environment

Added placeholders for platforms, added free sprite for Player and added PlayerMovement script

# **Detailed Game Description:**

Once the game starts, the initial mission of the game starts the player at what seems to be a Japanese temple, but actually it’s actually a front being used by the Yakuza. The main character is forced to fight the Yakuza and ends up fighting for more than just revenge, but to fight for the lower classes (merchants, artisans, and peasants) and to protect the village (name?).

# **Game Play Mechanics:**

There will be limited number of environment and hazards including falling off the platforms, falling platform (timed within 5 seconds as soon as the player “hits” the platform) and to avoid enemies (ninjas) and their kunai (ninja stars).

# **Camera:**

*2D perspective and camera follows the main character depending on where the player is.*

# **Controls:**

*Player controls: Using keyboard inputs to use horizontal movement (moving left and right) is inputted by either pushing down the “a” key or the “d” key, and pressing “w” will make the player jump.*

# **Interface Sketch:**

# **Character:**

The story is set in the feudal era of Japan where the player controls a female ninja who is out for revenge for her fallen older brother and must find the people responsible for his death and bring them to justice.

# **Enemies:**

The enemy ninja moves left and right on each platform and throws daggers in their facing direction at a time rate value of 3. Touching them causes no damage, since their daggers are causing damage to the player.

# **Scoring:**

Japanese talismans/Omamori (Japanese amulets) are randomly spawned throughout the levels. Once the player’s sprite “hits” the object’s collider, the UI score increments by the value of 10. It’s recommended to gain a certain number of items for upgrades (might add secrets).

# **Sound Index:**

## *Sound Effects:*

## *Music:*

# **Art/Multimedia Index:**

## *Sprites/Tiles:*

# **Future Updates:**

* Saving/Loading