Super Smash Potatoes

<Your Company Logo Here>

Overview

**Theme / Setting / Genre**

- Super Smash Potatoes will be a 2D platform fighting game- heavily inspired by the Nintendo game ‘Super Smash Bros.’

**Core Gameplay Mechanics Brief**

The players’ objective is to eliminate their opponents by hitting them off the map, to do this there needs to be:

-Combat System

-Physics System

**Targeted platforms**

- Computer

- UWE Arcade Machine

**Project Scope**

- <Game Time Scale>

- The games’ development will run from the beginning of February until the 17th of May.

- There are 4 team members

- Benji Campbell

-Responsible For:

* Example
* Example2
* Fill out your own thingy

- Adam Fo**ř**t

-Responsible For:

* Example
* Example2

- Sam Hibbert?

-Responsible For:

* Example
* Example2

- Huw Tingley?

-Responsible For:

* Example
* Example2

## 

**The elevator Pitch**

<A one sentence pitch for your game.>

Pretend that your were pitching your game to a executive going to the elevator. You have less than 60 Seconds.

**Project Description (Brief):**

<Two Paragraphs at least>

<No more than three paragraphs>

**Project Description (Detailed)**

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

**Core Gameplay Mechanics (Detailed)**

**- <Core Gameplay Mechanic #1>**

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

**- <Core Gameplay Mechanic #2>**

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

**- <Core Gameplay Mechanic #3>**

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

**- <Core Gameplay Mechanic #4>**

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

Gameplay

**Gameplay (Brief)**

<The Summary version of below>

**Gameplay (Detailed)**

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

Assets Needed

**- 2D**

- Textures

- Environment Textures

-Characters List

- Character #1

- Character #2

- Character #3

- etc.

- Etc.

**- Sound**

- Sound List

- Sound Tracks

- Level 1

- Level 2

- Level 3

- etc.

- Sound Effects

- Level 1

- Level 2

- Level 3

- etc.

- Sound List (Player)

- Character Movement Sound List

- Example 1

- Example 2

- etc.

- Character Hit / Collision Sound list

- Example 1

- Example 2

- etc.

- Character on Injured / Death sound list

- Example 1

- Example 2

- etc.

**- Code**

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

**- Animation**

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Example

- etc.

- NPC

- Example

- etc.

Schedule

**- <Object #1>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

**- <Object #2>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

**- <Object #3>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

**- <Object #4>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.