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| ***POOOOONJABI*** |
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| EGGERS |
| 0  |||||  |||  |  Version #1.1  All work Copyright © 2012 by JJ Games.  All rights reserved. |
| **JIMBADSHAH\*** |
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**Version History**

Version 1.0 has basic controls.

Version 1.1 has intermediate controls and enhanced levels.

Version 1.2 has great features and 4 Levels.

1. **Game** [**Overview**](#gameOverview)

*This small game is about collecting eggs. As you reach the maximum number of eggs to be collected, you successfully get to the next level, up to a maximum of 4 levels.*

*If you lose 50 eggs, the game is OVER.*

1. **Game Play Mechanics**

*This game has 4 levels, from level 1 – level 4, the complexity increases*

*Event system is used for the movement of the game*

*The basket goes smaller as the level increases.*

1. **Controls**

*This game uses the RIGHT & LEFT key to move the egg basket.*

*ESC key helps to exit and ENTER key replays the game after the game is over.*

1. **Menu and Screen Descriptions**

*Start Screen shows the description while it tells the user that the game is loading.*

*The next screen is for the main gameplay.*

1. **Game World**

*Python 2.7.4 & Pygame 1.2.6 is the chosen environment for this game.*

1. **Levels**

*There are 4 levels in the game. Each level gets the BASKET to shrink and increases the number of eggs to be collected.*

1. **Game Progression**

*A new level is achieved by successfully collecting 100 eggs in the basket.*

1. **Characters**

*Eggs are the main character of this game and they are collected in a basket.*

1. **Enemies**

*A player’s enemy would be “being unable to collect an egg”. If a player fails to collect 50 eggs which is very possible in the 3rd and the 4th level, the game is OVER.*

1. **Weapons**

*There are no weapons in the game but there is a basket in which the eggs are collected that you could use as a weapon.*

1. **Items**

*Eggs are the only items in this game.*

1. **Abilities**

*This game provides the ability to either collect or not collect an egg in the given basket which can be moved either to the left or right by hitting their corresponding keys.*

1. **Scoring**

*Each collected egg gives 1 score to the player. 100 eggs proceed to the next level.*

1. **Story Index**

*Collect the falling eggs for upto a maximum of 4 levels.*

1. **Sound Index**

*There are sound files for:*

*Game play-Background music,*

*Level up,*

*End of game,*

*Collecting an egg*

1. **Design Notes**

*This is a very simple 2D game design.*

1. **Future Features**

*I will add more levels to the game including better features as in losing points by collecting an unwanted Item.*

*There is a possibility of adding new sounds and graphics to the game.*

*More screens.*

*Better design and much more.*