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| **Crazy Game Creation**  Crazy-PNG-File-420x272.pngTitle.png  The Return of the Dead |
| Version #0.1  All work Copyright © 2012 by XX Games.  All rights reserved |
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# 

# 2 Version History

0.1 Setup of the graphic and game architecture.

0.2 Create the game first screen menu.

# 3 Game Overview

*The last Zombies are on your way to the cure from the “Death disease”, it is time for you and your team to take action and with your arsenal set killer turrets at a strategic location, and get those to kill zombies and clear the area around for the safe approach.*

*The infection keeps spreading until you apply the cure all over the world. Be the first to help Warriors of Light to kill the walking dead and rescue the world!*

## 3.1 Game Play Mechanics

*It is a tower game, player need to set his troops in way that Zombies don’t get into the city. Troop are going to block and eliminates Zombies with their guns. Once the Zombies start entering in to your city, you will start losing points for every of them that have access to it, once you get into 0 points you will lose the game. Player can place towers in the specified locations of 4 different types. Each tower can be upgraded up to 3 levels. Also, there are bonuses which can help player to pass the level.*

## 3.2 Camera

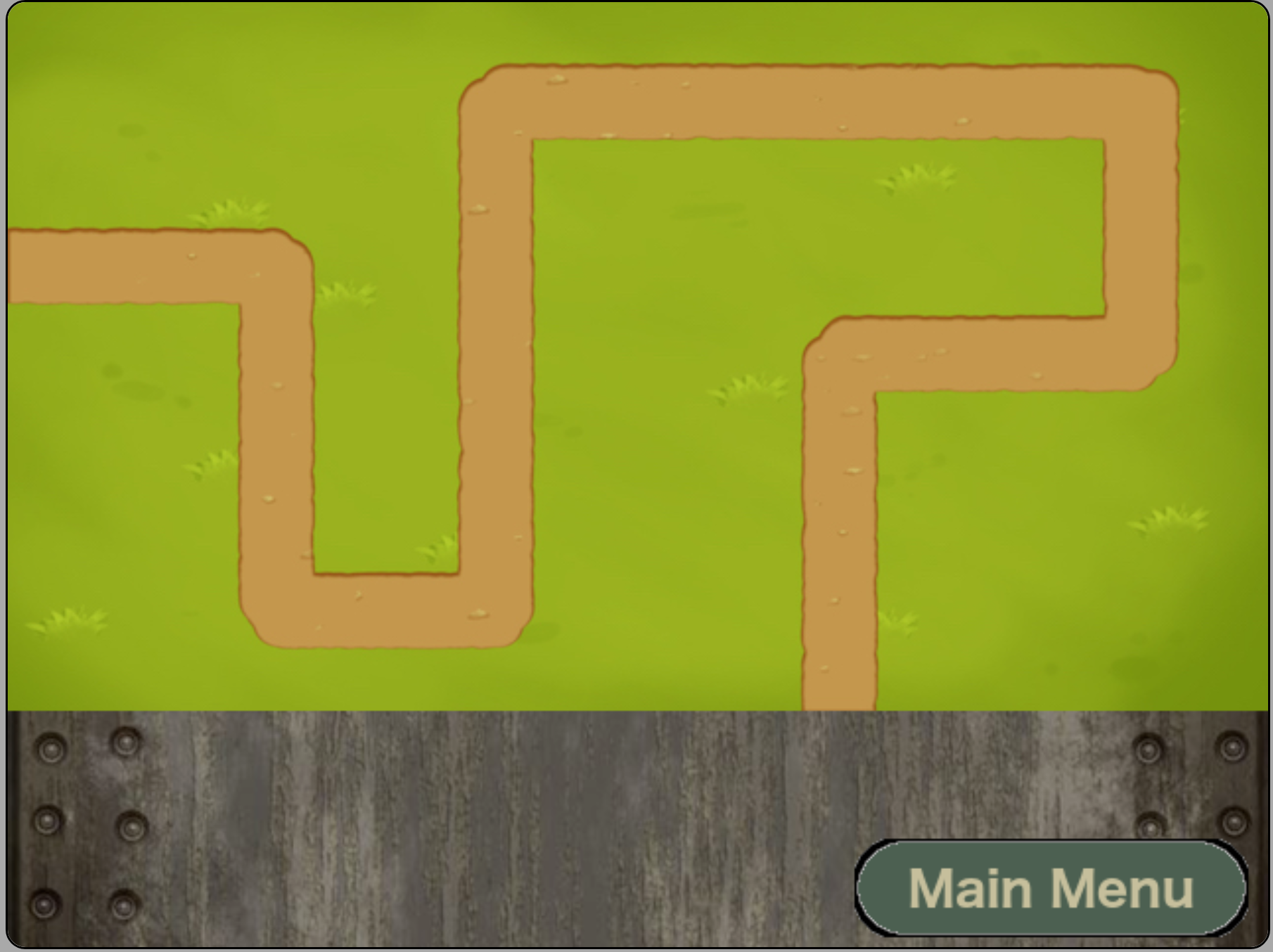
*It is a Tower game with a fixed camera. The camera is a birds eye view shots.*

## 3.3 Controls



## 3.4 Interface Sketch





## 3.5 Menu and Screen Descriptions

*As of now we have implemented a Play and Instructions button on our main page. The main page just has the logo of our game and a tower army defense background. When you press play you land on our 1st level background with the option to go to the main menu. The instructions page has instructions on how to play our game.*

## 3.6 Game World

*The game starts in Toronto, Canada and the characters want to reach Alberta to find the desired scientist. There are three different locations for now which are city, field and city in winter conditions. The environment is dark to make user feel the real fear and pressure that the characters feel.*

## 3.7 Levels

*(Describe Each of your game levels)*

## 3.8 Game Progression

1. **Characters**

*(Describe Your game avatar if applicable)*

1. **Non-player Characters**

(Describe Any Computer Controlled Allies and how they work)

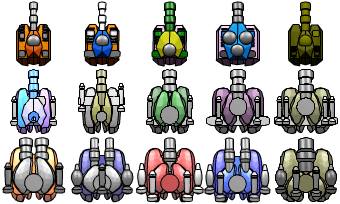
## 3.9 Enemies

*Zombies that try to get in the city and infect it population.*



## 3.10 Weapons

*(Describe any weapons available to the user)*





## 3.11 Items

*(Describe any in-game items that can help or hinder the user)*

## 3.12 Abilities

## 3.13 Vehicles

1. **Script**
2. **Scoring**
3. **Puzzles/Mini-games**
4. **Bonuses**
5. **Cheat Codes**
6. **Sound Index**

*(Include an index of all your sound clips)*

1. **Story Index**

*(Outline your game story here)*

## 3.14 Art / Multimedia Index

***\*Buttons***

*FbackBtn.png*

*instructionsBtn.png   
mainMenuBtn.png  
playBtn.png*

***\*Images***

*bullets.png  
gameBackground.png  
instructionsBackground.png  
mouseIconLeft.png  
turrents\_sprite.png  
turrets\_lazer.png   
zombies.png*

***\*Maps***

*1.jpg   
10.jpg   
11.jpg   
12.jpg   
2.jpg   
3.jpeg   
4.jpg   
5.jpg   
6.jpg   
7.jpg   
8.jpg   
9.jpg*

## 3.15 Design Notes

*(Include additional design notes here)*

## 3.16 Future Features

*Things that must be done are:*

* *Select (or draw) weapons images and animations (shooting, turrets rotation etc.)*
* *Create sprite sheets w/ enemies & implement their animation (walking in four directions, dying etc.)*
* *Create maps*
* *Implement first two game levels*
* *Modify game interface (add menu controls to build turrets, access game settings and home screen)*
* *Pause and Play*
* *sound effects and mute options*
* *possible upgrades for weapons*