Circuit Stream

Design Document

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| This is a template, and it is in no way a restrictive document. Feel free to change it and make it your own. We know all ideas are different and some elements might not apply to yours, while some others are missing.  This document is based on a Game Design Document. if you are creating something different than a game, change this template, or ignore it entirely and find something that fits your idea better.   * **Keep it brief**. It should be easy to read and follow for you and other team members. * **Write it as a group**. Unless you are working alone, involve the whole team. * **Change it as you wish**. Do not limit yourself, let the design document change as your game design progresses. * **Make it your document**. Add images, videos, gifs, jokes. Anything goes! |

Shamploo Zero

By Kevin Girault

## Overview

### <https://1drv.ms/w/c/9d21e1b6d7f2624b/EdvB4RVLymZFu4TDHAeYlXcBwO2xh6O90tql3EjUdWC4Dw?e=5987Fc>

### Concept

[Describe your planned game here]

### Genre and Theme

[Insert genre and theme here]

### Target Audience and Platform

This game is Rated E for everyone

Only available on PC for the time being.

### Project Scope

The project will be done in 3 weeks, and we will use many assets from the free Unity Store. Within these constraints, we will deliver fun side scroller experience, with fun level design a level, in an old fashion 2D style.

## Gameplay

The objective of this game is to defeat all the monsters to get to the final boss.

You will progress in the game every time you defeat the enemies. Doing so moves you to the next stage.

## Mechanics

Here is a quick summary of how to play.

* Defeat all the enemies to move to the next stage.
* You can move the player with WASD or the Keyboard Arrows
* Jump with Spacebar and attack with the E button

## Elements

### Story

This prototype has no story for now; however this is subject to some changes as development goes on.

### Characters

* Samurai (Player)
* Skeleton Warrior (Enemy)
* Goblin Minion (Enemy)
* Mushroom Brute (Enemy)
* Knight Boss (Enemy Boss)

### Locations

This game takes place in a mystical timeline where different heroes and monsters are united. In this world who knows who you might encounter. Maybe a foe turned ally? Only time will tell.

### Level Design

[What aesthetic concepts will guide your game?]

## Assets

[Describe music,

sound effects,

2D models needed,

etc.]