

Game Development Document

Group Members

Name	St id
Talha Tajdeed	60286
Muhammad Momin	62063
Ismail Javery	60152
Maaz Hussain Hashmi	59925
Abdullah Farooqi	60786

NAME OF GAME:

- The Zigzag infinite Car



STAKEHOLDERS:

- **Developer:** All Group member
- **Design:** All Group member
- **QA:** All Group member

OVER VIEW



PROJECT SCOPE

- **Budget:** 5000 Rs.
- **Timeline:** 4 Months.

ELEVATOR PITCH

We are undergraduate students in BS-CS. We worked on unity- 3D. We experienced game development by making different games in unity-3D and for our project we select the game to develop which increase our productivity helps us to polish our game development skills as we learn many new things developing this game.

MONETIZATION:

Thinking out of box? When the levels increased game becomes more interesting and user don't want to lose the game, we should increase some extra lives and extra points for user which help player to save his game, player buys this points/life by this we should generate revenue. Or we should add replay feature by watching video using this video we collaborate with advertisement companies and increase their views by making revenue

STORY:

We will make a ZigZag game with different levels user can experience how to face challenge in fast pace environment, this game made users to love the tricky levels. If they want to play a game with an objective, they play the levels. It helps player to enhance his observing skills. You can see that we are bringing for you a very special 3D ability challenge, in which you will have to be very careful and concentrated.

GAMEPLAY:

The Zigzag, is a fun and engaging casual game in which you must avoid loss of Car. This game helps player how to remain focused. The Car and Boundary game. On the way, there are Boundary. When the game starts the Car start moving if it's collided with the Boundary, it will be destroyed. The object of the game is to escape the Boundary.

CORE GAME MECHANIC #1

- **Details:** Avoid Boundary
- **How it works:** player use left right arrow keys to move the Car

CORE GAME MECHANIC #2

- **Details:** Stationary Walls
- **How it works:** They increase Car momentum after game starts the speed of Car increase according to level.

simple to develop and design but it can. Making challenging is core part, design and develop it with user perception.

GAME ELEMENTS:

- Car
- Boundary

CHARACTERS:

- player

LEVELS / MISSIONS

There will be 3 levels in level 1 there is no walls only bar and bricks and the ball, In 2nd and 3rd level there are some stationary walls which increased level wise.

OBJECTS

- Car
- Boundary

ASSETS

ART

- 3D- Module

ANIMATION

- Car Movement
- Avoid Boundary