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| Jackpot wizards |
| Sidescrolling Shooter Game |
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**Version History**

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

Version 0.1:

-First draft of game overview

## Game Overview

*The goal of the game is to survive as long as you can while avoiding/shooting enemies and jumping on platforms. The player character to be always moving forward.*

## Game Play Mechanics

*If you press the shoot button, you fire forwards and lose one ammo. If you press anywhere else on the screen, you jump. If you get hit by an enemy, you lose a life. You can collect items to give more ammo and more lives.*

## Camera

Sideview with the character running to the right (like Mario).

## Controls

Touch screen buttons

## Saving and Loading

*Highscores will be saved.*

## Interface Sketch

## Menu and Screen Descriptions

*The main menu will have a play game button and a help button to display the enemies and power-ups.*

## Game World

*The game will be a set in a Metroid style alien cave environment.*

## Levels

*It will be one endless level that will have platforms to jump on and pitfalls to jump over.*

## Characters

*The player character is a woman in a sci-fi space suit.*

## Non-player Characters

The non-player enemies are aliens.

## Enemies

The non-player enemies are aliens.

## Weapons

The player character has an arm laser cannon with limited ammo.

## Items

*Ammo, extra lives*

## Scoring

**Electronic music/synth**

## Sound Index

**-Shooting sound**

**-Enemy death sound**

**-Jump sound**

**-Ammo/life pickup sound**

## Art / Multimedia Index

*-Player sprite*

*-Enemy sprite*

*-Ammo sprite*

*-Life sprite*

*-Ground/platform*

*-Background*

## Future Features

*To be updated…*