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| Soccer Flour Games |
| SHAMAN ADVENTURES |
| **A picture containing object, clock  Description automatically generated** |
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# Game Overview

Shaman adventures is a 2D platformer that tells a history of a shaman the is exploring this new world looking for new fruits/ingredients for his potions. During these adventures the shaman will encounter environment obstacles and enemies to defeat to win the game.

# Game Play Mechanics (rules of the game)

The player can move side to side with a joystick on the left of the screen, jump and shoot pressing two different buttons on the right side of the screen. The goal of the game is to farm fruits the most as possible through out the level, avoid the obstacles and kill the enemies.

# Camera

The camera will be a 2D follow camera attached to the player, using cinemachine.

# Controls

Game Controls will be a joystick that will move the player, and two buttons on the screen to jump and perform an ranged attack

# Interface Sketch

# Menu and Screen Descriptions

The main menu screen has three buttons one for start the game, one for instructions, and the last one to quit the application.

Diagram

Description automatically generated

Figure - Main menu screen

# Instructions Screen

Will Have two frames explaining the controls and you will be able to leave the tutorial by moving util the end of the screen. Here the camera will be fixed and not follow the player.

A picture containing timeline

Description automatically generated

Figure - Instructions Screen

Diagram

Description automatically generated

Figure 3 - Instructions second screen

# Play Screen

A screenshot of a video game

Description automatically generated with medium confidence

Figure - Game play screen

# End Screen

A screenshot of a video game

Description automatically generated with medium confidence

Figure - End game screen

# Levels

The Game will have two main levels, the first one being the instructions level that will teach how to move with no real hazard, and the main level with all the platform mechanics and hazards. There will be a platform that moves up and down an platform that is an ventilator blowing the player to a certain direction and a third platform will have spikes that cause damage to the player.

# Characters

The character is a shaman that runs trough the land looking for new ingredients for his potions



Figure – Player Idle sprite Shaman

## Enemies

Melee enemies can move but only cause damage on contact.



Figure - Melee Enemy

Range enemies can shoot but are static on the map.



Figure - Range Enemy

## Platforms

## 



Figure 9 - Moving Platform



Figure 10 - Ventilator Platform



Figure 11 - Spikes that will be added to a platform

## Collectables

Collectables will give points to the player and will be a variety of fruits.



Figure 12 - Collectable fruits

# Sound Index

# Assets in Game

## Start screen

A picture containing diagram

Description automatically generated

Figure - Start screen in game

## 

## Instruction’s screen

A screenshot of a video game

Description automatically generated with medium confidence

Figure - Instructions in game

## Game Screen

Chart

Description automatically generated

Figure - Game screen in level 1

## Game Over Screen

A picture containing graphical user interface

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Figure - Game over screen in game

# Future Features

Add more and smarter enemies and hazards, make more levels and increase difficulties according to the level.