|  |
| --- |
| Soccer Flour Games |
| ROAD CROSSING |
| **A picture containing object, clock  Description automatically generated** |
| Version #01  All work Copyright © 2020 by SOCCER FLOUR GAMES.  All rights reserved.  **Lucas Krespi dos Santos** |
|  |
|  |

|  |
| --- |
| Sep 20, 2021 |

**Table of Contents**

[Version History 3](#_Toc83065406)

[Game Overview 4](#_Toc83065407)

[Game Play Mechanics (rules of the game) 4](#_Toc83065408)

[Camera 4](#_Toc83065409)

[Controls 4](#_Toc83065410)

[Interface Sketch 4](#_Toc83065411)

[Menu and Screen Descriptions 4](#_Toc83065412)

[Play Screen 5](#_Toc83065413)

[End Screen 5](#_Toc83065414)

[Levels 6](#_Toc83065415)

[Characters 6](#_Toc83065416)

[Obstacles 6](#_Toc83065417)

[Scoring 6](#_Toc83065418)

[Sound Index 7](#_Toc83065419)

[Art / Multimedia Index 7](#_Toc83065420)

[Design Notes 7](#_Toc83065421)

[Future Features 7](#_Toc83065422)

# Version History

# Game Overview

Road crossing is a game based on frogger from 1981, where the main the player has to cross a road full of obstacles, like cars and busses, and also has to cross a river where he can float on top of floating objects like logs.

# Game Play Mechanics (rules of the game)

The player can move the avatar across nodes whole screen by flicking in the wanted direction, trying to avoid obstacle and water, in order to make points by moving forward, the game ands when the player gets to the other side.

# Camera

Top-Down view.

# Controls

Touch flick for the direction of the movement.

# Interface Sketch

# Menu and Screen Descriptions

A picture containing text

Description automatically generated

# Play Screen

A picture containing chart

Description automatically generated

# End Screen

A screenshot of a video game

Description automatically generated with medium confidence

# Levels

The current version of the game only includes a single play level.

# Characters

The player character is a simple 2D Sprite of a chicken.

## Obstacles

The obstacles are game objects that travel side to side in the screen and take a player live when collide with the player.

## Scoring

The player scores moving forward and collecting bonus coins throughout the level.

# Sound Index

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

# Art / Multimedia Index

*(Include an index of all your graphic and video assets here)*

# Design Notes

*(Include additional design notes here)*

# Future Features

*(Include any future features that are planned to be implemented)*