

**[Majestic Industries]**

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[Methbird]

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# **1: Project Overview**

## **1.1 Executive Summary**

## **1.2 High Concept**

## **1.3 Core Gameplay**

## **1.4 Genre**

## **1.5 Target Audience**

## **1.6 Team members / Jobs / Contact Info**

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# **2: Game Overview**

## **2.1 Overview**

Methbird is a 2D Side Scroller, where you play as drug addicted bird

## **2.2 Story**

Methbird is one-day chilling in his apartment when he is randomly attack by ninjas trashing his

apartment. He must then adventure on to find out why he was attacked by ninjas by

seeking out the help he knows. His drug dealer.

## **2.3 Character(s)**

Methbird – Player Character

## **2.4 Environment**

The environment played in will start in a ghetto apartment building, then throughout suburban

Streets then make it way through a school.

## **2.5 Level Overview(s)**

Level: 1

Played through the apartment building floors

Level: 2

Played through the streets of MaShoTnUp

Level: 3

Played through the classroom MaShoTnUp High

Level: 4

Played back through the streets of MaShoTnUp

Level 5:

Played back to MaShoTnUp high

Boss Fight

# **3: Gameplay**

## **3.1 Combat**

## **3.2 Abilities**

## **3.3 Score**

## **3.4 Power-ups**

# **4: Menu Layout**

## **4.1 Colour Scheme**

## **4.2 Game Title Screen**

## **4.3 Legal Info**

## **4.4 Menu Screen**

## **4.5 Tutorial / Instructions Screen**

## **4.6 Credits Screen**

## **4.7 Game Win Screen**

## **4.8 Game Over Screen**

## **4.9 High Score Layout**

## **4.10 Level Select Screen**

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# **5: Game Layout**

## **5.1 Camera Setup**

## **5.2 Game Controls**

## **5.3 Game Mode(s)**

## **5.4 Player Count**

## **5.5 Hours of Gameplay**