

Forza Cubizon 4

Design Document

1. Target Device

- a. Windows Desktop PC

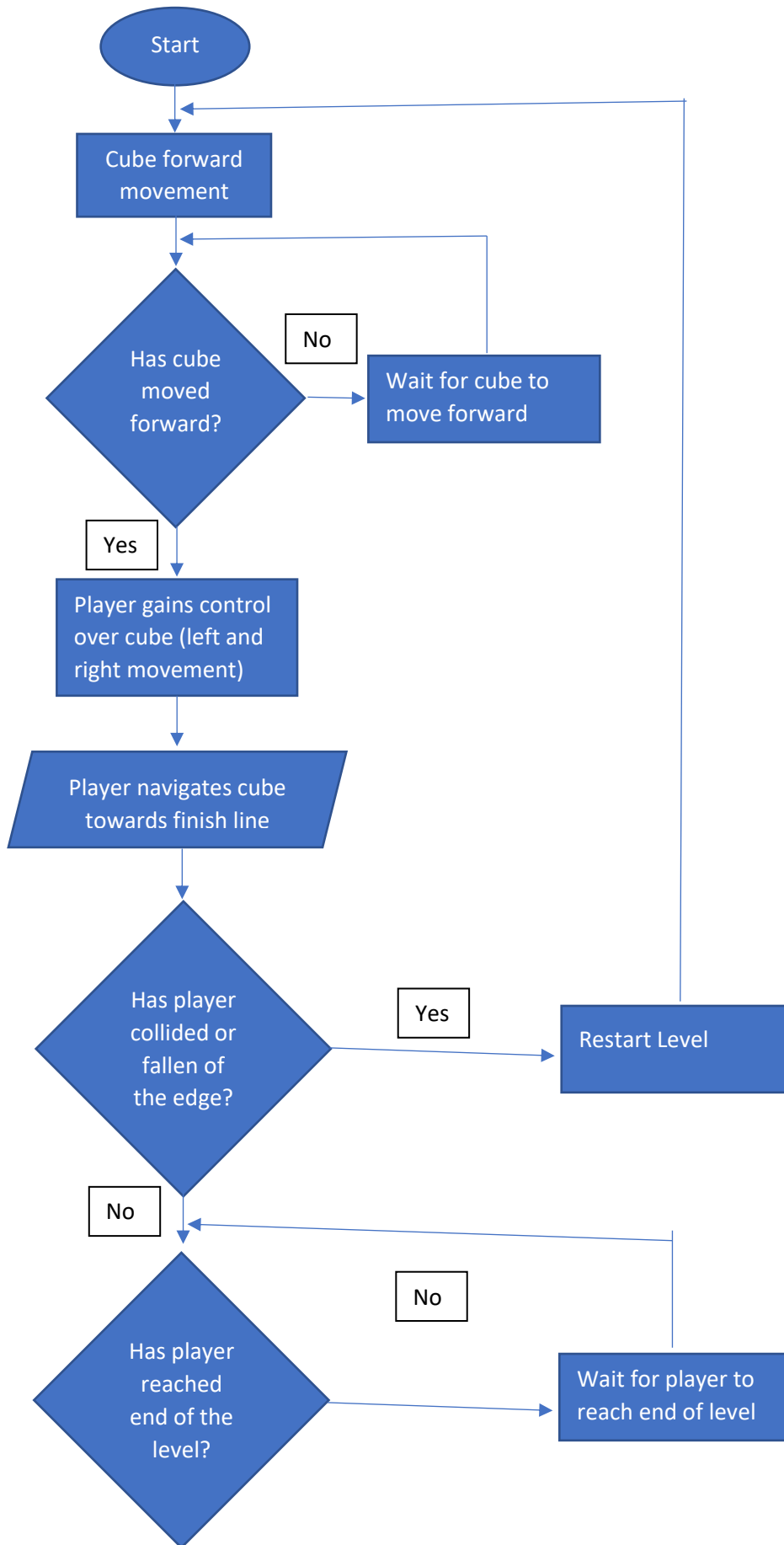
2. Controls Methods and Game Mechanics

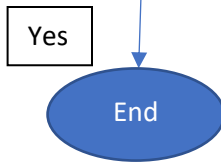
- a. Mouse – Navigation through menus
- b. Keyboard – Navigating cube left and right in order to avoid obstacles

3. Game Screens

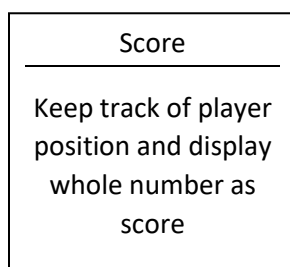
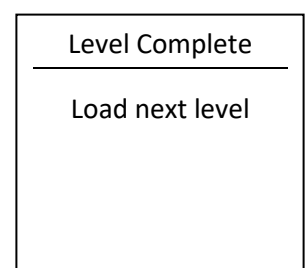
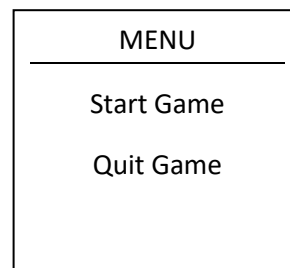
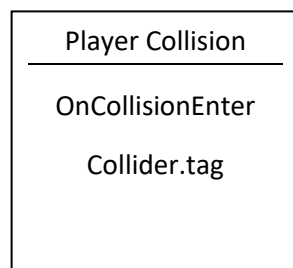
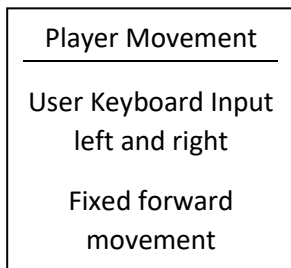
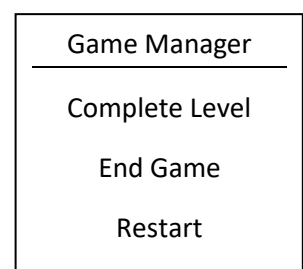
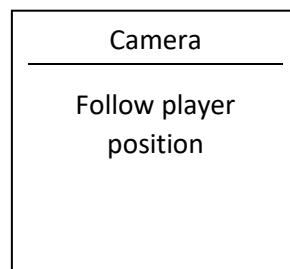
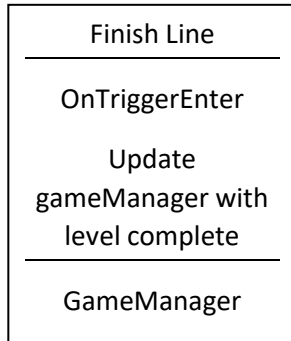
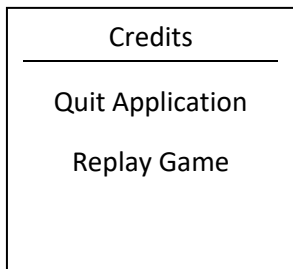
- a. Main Menu with options to start game or quit the application
- b. Level 1 | Level 2 | Level 3
- c. Credits Menu with options to restart or quit the application

4. Gameplay Flowcharts





5. CRC Cards

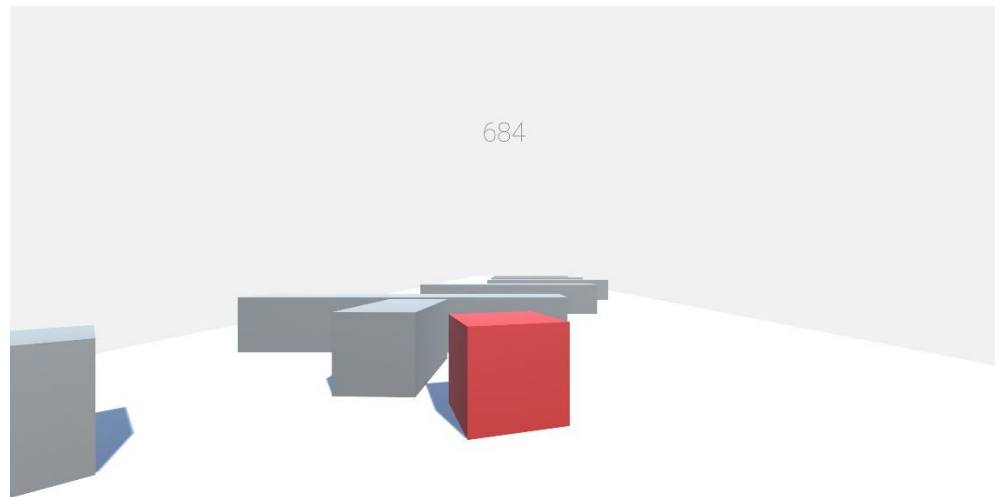
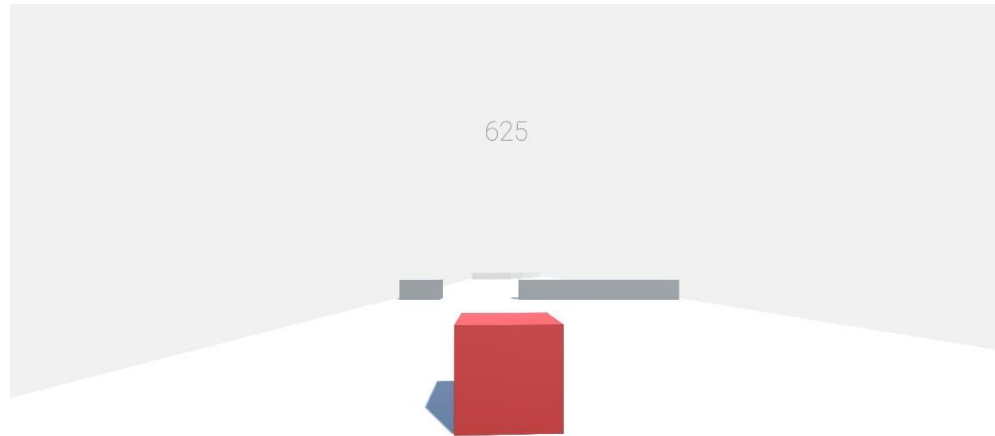


6. Game Objectives

- a. Successfully reach the end of each level without colliding with any obstacles or fall beyond the edges of the plain.

7. Art Assets

- a. Unity Generated cubes and color assigned materials onto their surfaces.



8. User Interface Outlines

- a. Menu navigation prompting the user to play or quit the application
- b. Score indicator letting the player know what is their progress.