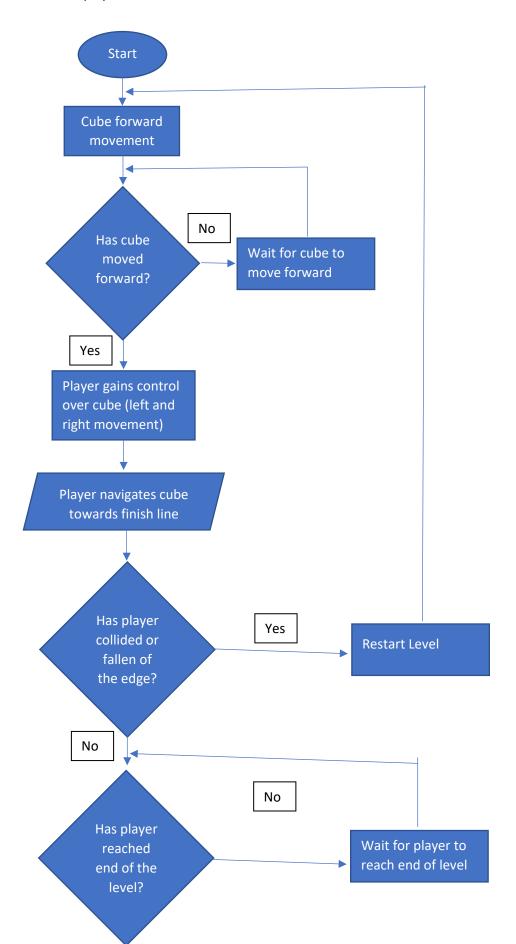
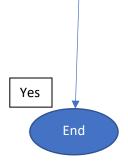
Forza Cubizon 4

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

Credits

Quit Application

Replay Game

Finish Line

On Trigger Enter

Update gameManager with level complete

GameManager

Camera

Follow player position

Game Manager

Complete Level

End Game

Restart

Player Movement

User Keyboard Input left and right

Fixed forward movement

Player Collision

OnCollisionEnter

Collider.tag

MENU

Start Game

Quit Game

Level Complete

Load next level

Score

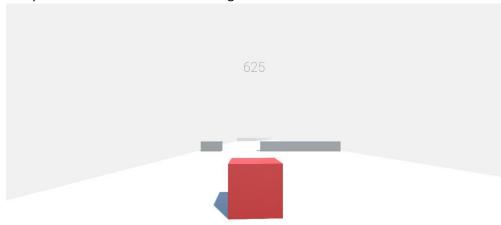
Keep track of player position and display whole number as score

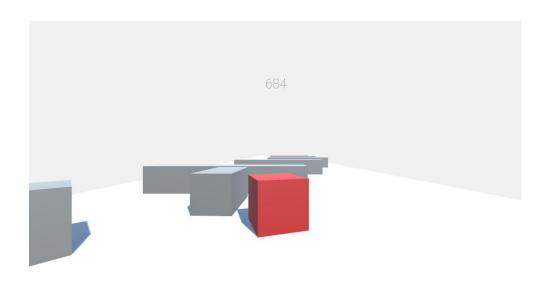
6. Game Objectives

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.