

JOJO'S

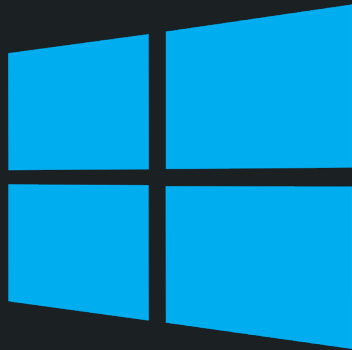
復讐オン  
ハイテーブル

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B.A. Hons. in Game Art & Visual Design  
Task 2 - Design Document

# Target Devices

The target device/s for this game are PC's running Windows OS and/ or MacOS. To be able to play this game one will need a display (monitor), a keyboard and mouse. The intended and recommended display size is 16:9, which supports screen resolutions such as 1280x720, 1920x1080 and 2048x1152.



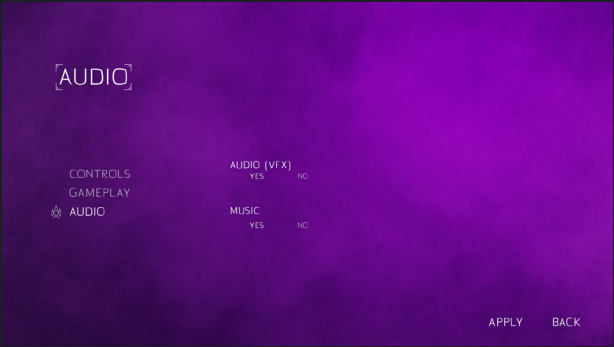
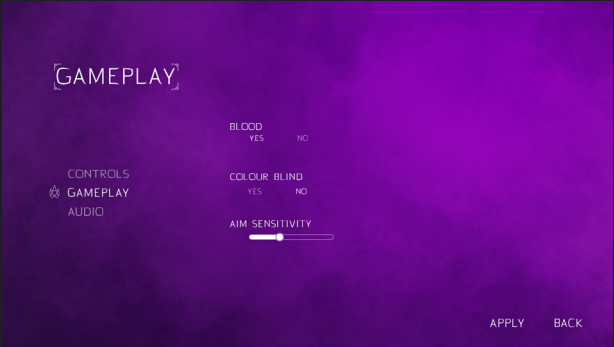
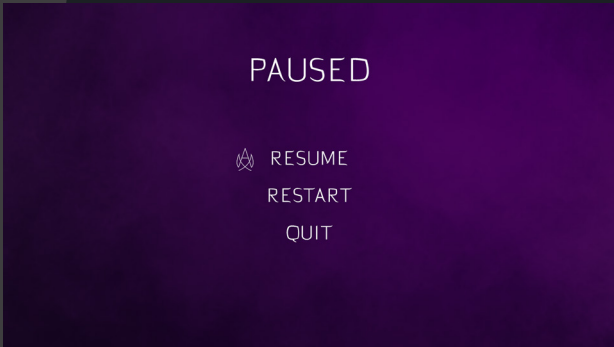
## Controls and Mechanics

For the controls of the game I tried to stay to the traditional platform shooters, player moves left and right, jumps up and ducks down, and shoots. I plan on adding a special attack that will help the player defeat the enemies more easily.

The player has to kill all the enemies to progress through the game to finally reach the final boss. If the player takes too much damage he will die and the game will restart.



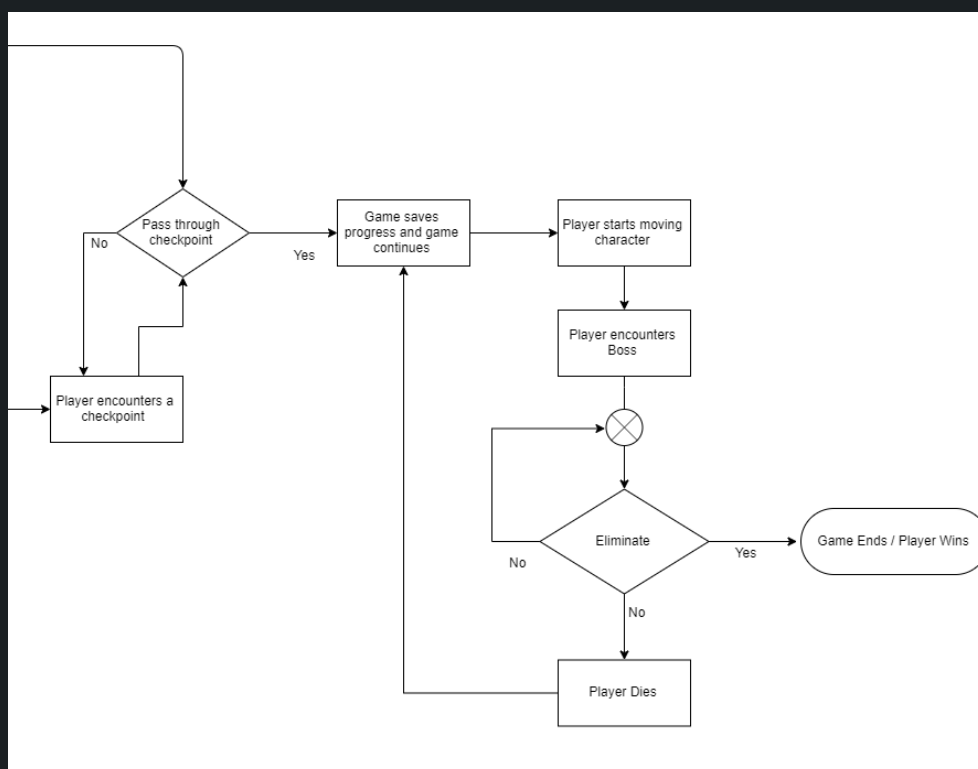
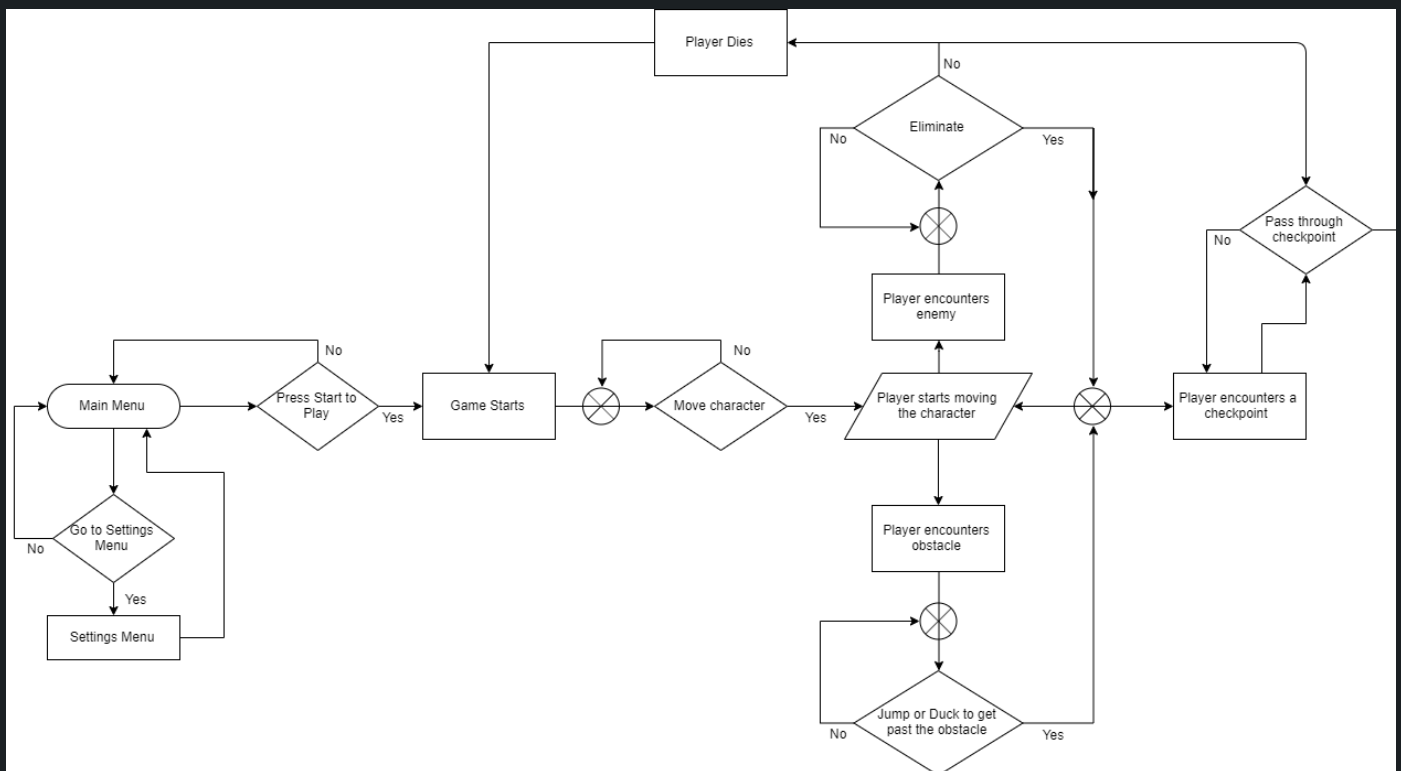
# Game Screens



# Game Objective

The game objective is for the player to get rid of all the enemies he finds along the way.

# Flowchart



# Game Assets



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# Wire Frames

