Game Design Document

# Introduction

## Document Scope

A 2D platformer game made in unity using pre-existing assets taken from unity asset store and other asset store websites.

# Game Assets

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Component** | **Type** | **Quantity** | **Source** | **Est. Cost** |
| 1.Asset Pack  2.Visual Studio  3.Sound Pack  4. Programmer Fees | Art  Programming  Audio  Programming | 10  1  10  48hr | Pre-existing  Pre-existing  Pre-existing  Online Application | FREE  FREE  100 Rs  Avg: ₹470/hr |

**Type**: Programming/Art/Audio/Material (e.g., Board tokens)

**Source**: Pre-existing (i.e., already owned by the company)

**Est. Cost**: For Built, use Man-Months (mm).

# Game Elements

## Players

It is a single player 2D Platformer game where one must follow the story and defeat the main boss to complete the game. This game targets audience above 6.

## Objectives

Shinju (Player) travels through the game's levels, he must use his skills to defeat numerous enemies, including soldiers, archers, and powerful boss(Final boss). He must also use his wit to find hidden paths, and collect power-ups that will help him in his quest.

## Procedures

All the procedures with type (Setup/Starting, Progression, Special, Resolving).

|  |  |  |
| --- | --- | --- |
| **Action ID** | **Type** | **Action/Procedure** |
| 1.WSAD Buttons  2.Space Button  3.Left Click  4.Double Tap Space Button  5. Spikes and Saws etc | Controls  Controls  Progression  Controls  Trap | Player movement.  Player Jump movement  Player Attack movement  Player Double Jump movement  Kills Player |

## Rules

1. WSAD keys as controls for player movement.

2. Space keys for jumping action.

3. The game also consists of power-ups.

4. The player must avoid the traps and if they fail to do so they have to start from last checkpoints.

5. The player must defeat the enemies on every level to proceed in the game and face the final boss

6. The player can use power-ups, health, shield throughout the game.

7. The game take place in different levels.

8. The player must defeat the final boss to complete the game.

## Resources

The game uses resources like a platform to play this game(laptop), Unity for development, Asset Packs for graphics and artworks.

## Conflict

The Game can have bugs.

## Boundaries

none

## Outcome

When the player arranges to defeat the final boss and save the villagers, the game ends.