

## Design Documentation

Type: 2D Platformer

Target Device: Computer

### **Game Mechanics**

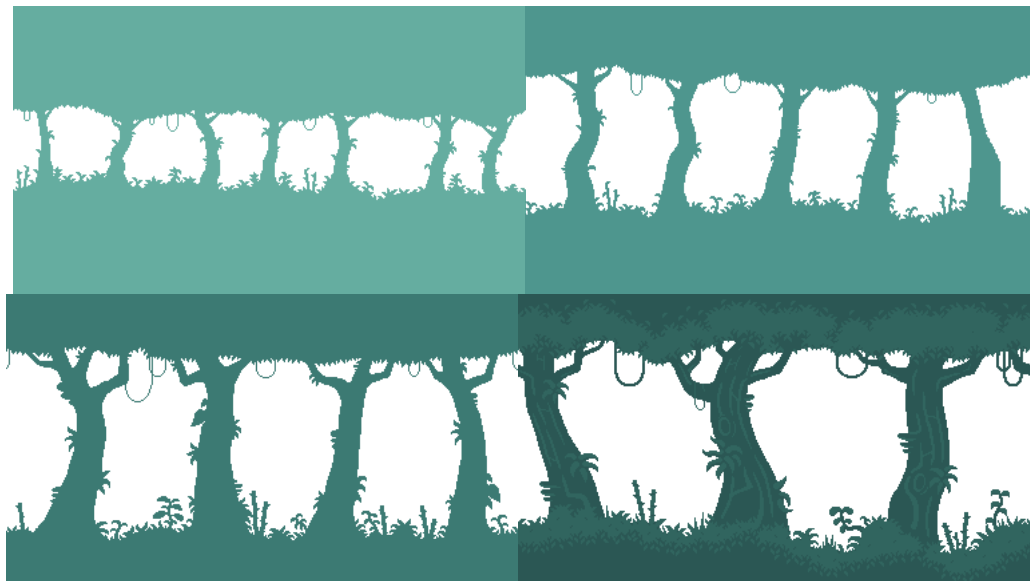
The game mechanics used for the player are: Jump, Run left and Run right. These will be activated when the player uses the Arrows on the keyboard and the Space bar to jump.

### **Game Objective**

The Objective of this game is to get from point A to point B. While the player is travelling he or she will encounter enemies and puzzles that if not solved, he or she cannot continue to the destination.

### **Visual Assets**

The below, will be a parallax background which when the player is moving the background moves accordingly. Being a parallax background, the 4 pictures below will move separately, although being a 2D game, this will give depth to the background.



### **Character**

This sprite will be used for the idle animation of the player.



This png will be used for the jump animation of the player.



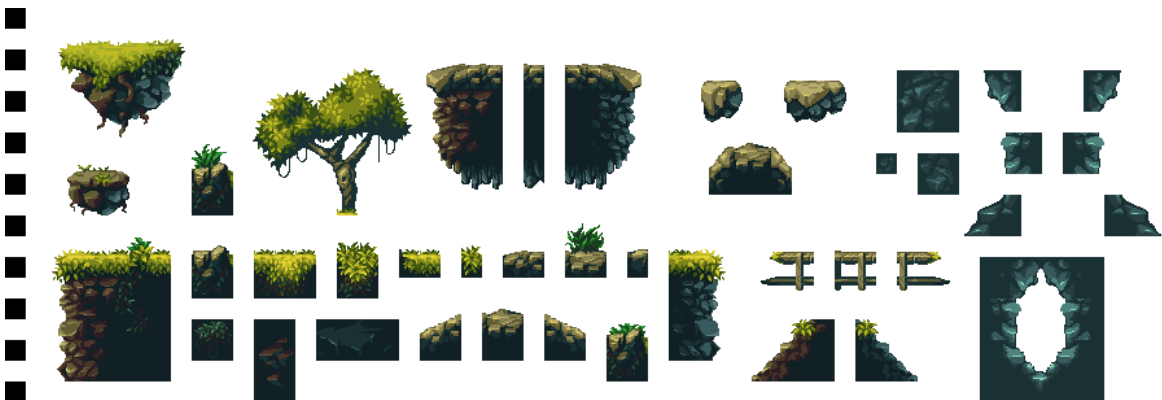
This sprite will be used for the land animation of the player.



This sprite will be used for the run animation of the player.



This sprite will be used for the environment.



Some Enemies that will be used.



Health



## UI Elements

When starting the player will be welcomed by a simple menu which will include the game name and a start button. Upon clicking on start the player will be placed in a forest. While the player is playing, he or she can press the *esc* key which will bring up the pause menu. This pause menu will have a restart button, quit button and resume button.

Having enemies in the game, requires health as well. Therefore while playing the game on the top right corner the player will have a health bar, which will be represented with 5 hearts. These hearts will be lost by 1, each time the enemies hit the player.

Upon dying the player will be shown a game over screen and a restart button so that if he or she wishes, he can try again.

## Game Scenes

This will be a minigame therefore it will only be 1 level. The scene created will be shown below.

