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| Enbitree Games inc. |
| COMP397 – Assignment 2 |
| **2D Scrolling Game** |
| Version #1.0  All work Copyright © 2018 by Enbitree Games inc.  All rights reserved. |
| **Neenu Shaji** |
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| July 31th 2018 |

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# Version History

PS C:\Users\Neenu Shaji\Desktop\COMP397\_Assignment2\COMP397\_Assignment2> git log

commit 4fb803154a3c27eb03564ebbaecf8456dabdff6a (HEAD -> master, origin/master)

Author: neenu shaji <neenushaji1995@gmail.com>

Date: Tue Jul 31 14:26:28 2018 -0400

Added Internal Documantation

commit 83393ddf96306f12e77cf4d601bddd5283ed7769

Author: neenu shaji <neenushaji1995@gmail.com>

Date: Tue Jul 31 13:08:34 2018 -0400

End scene added

commit 21cb0c81a6cdf6ab547ab4fef5ff6a61d1c2dd29

Author: neenu shaji <neenushaji1995@gmail.com>

Date: Tue Jul 31 12:12:01 2018 -0400

Added play scene

commit 920bb643962b7b0fe9840003dd5ac2464d1301e8

Author: neenu shaji <neenushaji1995@gmail.com>

Date: Sun Jul 29 22:39:34 2018 -0400

created objects and scripts

commit b9542dfdcd2456d6ce5b80e50c0bfe96f53fff8a

Author: neenu shaji <neenushaji1995@gmail.com>

Date: Sun Jul 29 21:07:58 2018 -0400

Added createjs

commit 36f65a967668f942d7ffb61c67dfb87625634875

Author: neenu shaji <neenushaji1995@gmail.com>

Date: Sun Jul 29 18:41:58 2018 -0400

Initial Commit

(END)

# Game Overview

This is a 2D- Scrolling game where the goal is to catch as many stars as possible while dodging all the minesweepers. Every minesweeper hit is a life lost. The character has a total of five lives per game. Every star collected adds 100 points to the score.

# Game Play Mechanics

The girl can move back and forth in the screen using the mouse. And can jump to catch the stars using space bar. After all 5 lives are lost the game restarts.

# Camera

*Side view*

# Controls

*Space bar and mouse*

# Saving and Loading

*No*

# Interface Sketch

**A screenshot of a cell phone

Description generated with very high confidence**

**A screenshot of a computer

Description generated with very high confidence**

**A screenshot of a computer

Description generated with very high confidence**

**A screenshot of a cell phone

Description generated with very high confidence**

# Levels

*1*

# Characters

Girl

# Non-player Characters

Star

Minesweepers

# Enemies

*Minesweeprs*

# Scoring

100 points per star

1 life lost per minesweeper hit

# Sound Index

1. starHit : "/Assets/audio/life.wav"
2. bgMusic : "/Assets/audio/bg.mp3"
3. sweeperHit : "/Assets/audio/sweeperHit.wav"

# Story Index

*(Outline your game story here)*

# Art / Multimedia Index

1. *"StartButton" : "/Assets/images/StartButton.png"*
2. *"girl" : "/Assets/images/girl.png"*
3. *"bg" : "/Assets/images/BG.png"*
4. *"star" : "/Assets/images/star.png"*
5. *"sweeper" : "/Assets/images/minesweeper.png"*