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# Design History

This is a brief explanation of the history of this document.

## Version 0.10

## Version 0.20

## Version 0.30

## Version 0.40

## Version 1.00

Game Overview

This is where a general overview is given for the game.

## Philosophy

## Common Questions

### What is the game?

### Why create this game?

### What is the purpose of the game?

### Where does the game take place?

### What do I control?

### How many characters do I control?

### What can the character do?

### How many levels are there going to be?

### Do I score points?

### Are there any obstacles or traps in the game?

### What is the main focus?

### What’s different?

# Feature Set

## General Features

## Game Play

# The Game World

## Overview

## The Physical World

### Key Locations

### Travel

### Scale

### Objects

### Day and Night

### Time

**Rendering System**

### Overview

Give an overview of how your game will be rendered and then go into detail in the following paragraphs.

### 2D/3D Rendering

## Camera

### Overview

## Game Engine

### Overview

### Game Engine Detail

### Collision Detection

## Lighting Models

### Overview

# The World Layout

## Overview



## World Layout Detail

Here is an overview of the level. This is a global version so there are no details, but it gives a good idea of how the game world looks. We used trees to divide the map into different parts. The character will be walking through parts of the map, fighting programmons

# Game Characters

## Overview

Steven

Type: Apo

Terarria

Heavy voice

Koen

Type: Media

Sync first!

Boostrap linken

Luuk

Type: Geo

Cawcaw

Vectorlayer

Rasterlayer

Fer

Type: Apo

Aanvallen:

Boring powerpoint.

Bad puns

## Enemies

All programons are your enemies

**Concept Art**

# User Interface

## Overview

## User Interface Detail #1

## User Interface Detail #2

# Weapons

## Overview

## Weapons Details

# Musical Scores and Sound Effects

## Overview

## Red Book Audio

## Sound Design

## Music Play List

# Intro Sounds

Background music.bgm

NewTeamDo sound.sfx (nintendo intro)

Press start Sound.sfx

# Main Menu Sounds

Background music.bgm

Switch options sound.sfx (tick)

Select option sound.sfx (tick)

Return sound.sfx (tick)

# New game sounds

-evt- Background music.bgm

-evt- dialog animation sound.sfx

Tick sound.sfx

# In home sounds

Background music.bgm (depends on house)

-evt- dialog animation sound.sfx

Tick sound.sfx

door Sound.sfx (played when character enters the house)

# Outside sounds

Background music.bgm

walk Sound.sfx (difference between stone and grass)

Tick Sound.sfx

# Village sounds

Background music.bgm (bgm depends on village)

walk Sound.sfx

Door Sound.sfx (wordt afgespeeld wanneer speler huis binnen gaat)

Tick Sound.sfx

Dialog sound.sfx

**In battle sounds**

Battle Music.bgm

Tick sound.sfx

Attack sound.sfx

Dialog sound.sfx

Hit.sfx

Miss.sfx

Item use.sfx

Switch programon.sfx

# After battle sounds

After Battle music.bgm

* Victory.bgm
* Loss.bgm

Tick Sound.sfx

Dialog sound.sfx

# Comtak sounds

Comtak Background music.bgm

Tick sound.sfx

# Single-Player Game

## Overview

## Single Player Game Detail #1

## Story

## Hours of Game play

## Victory Conditions

# “The First Ideas Appendix”

In this appendix you will find our very first concept for this game. It is just us brainstorming about what we wanted to see happening and us thinking about the story.

# “In or Out Appendix”

In this appendix you will find an overview of the things we got into the game and things that had to be left out due to time or technical constraints.

# “Who Did What?”

This will be an overview of who did what in the game.

# The First Ideas Document

## General Setup:

## Plotline:

## Storyline:

## Bonus idea:

# In or Out Appendix

In this appendix we will describe the things that made it in to the game and things that we had to leave out or skip.

## In the game

## Not in the Game

# Who Did What?