|  |
| --- |
| JG STUDIO & DIEGO-RODRIGUEZ |
| Alien Runner |
| **[Final Project – Unity Game** |
| Version #01  All work Copyright © 2016 by JG STUDIO & DIEGO-RODRIGUEZ.  All rights reserved. |
| **Diego Rodriguez & Jason Gunter** |
|  |



|  |
| --- |
| December 2th, 2016 |

**Table of Contents**

Contents

[**Version History** 3](#_Toc468473618)

[**I.** **Detailed Game Description** 3](#_Toc468473619)

[***II.*** **Controls** 3](#_Toc468473620)

[***III.*** **Interface Sketch** 3](#_Toc468473621)

[**IV.** **Menu and Screen Descriptions** 3](#_Toc468473622)

[**V.** **Levels** 3](#_Toc468473623)

[**VI.** **Characters / Vehicles** 3](#_Toc468473624)

[**VII.** **Enemies** 3](#_Toc468473625)

[**VIII.** **Weapons** 3](#_Toc468473626)

[**IX.** **Scripts** 3](#_Toc468473627)

[***X.*** **Scoring** 4](#_Toc468473628)

[**XI.** **Sound Index** 4](#_Toc468473629)

[**XII.** **Art / Multimedia Index** 4](#_Toc468473630)

# **Version History**

<https://github.com/digma89/Unity2D_Platformer_Alien>

Here is a screenshot from our Github repository. This shows our commit history while working on this assignment.

1. **Detailed Game Description**

*The player must avoid enemies, and move across the platforms. The player must escape to the end of each level to win the game. The player should collect coins and can also shoot their weapon at enemies on the platforms. The player will respawn when they fall off the platforms, or hit enemies. The game is over when the player has lost all of their lives, or if they complete all three levels.*

1. **Controls**

*The controls to move the player are default controls (W,A,S,D or arrow keys). Jumping is performed when the player presses the space bar on their keyboard. The player can use the left mouse button or the “CTRL” button to shoot their weapon.*

1. **Interface Sketch**
2. **Menu and Screen Descriptions**
3. **Levels**
4. **Characters / Vehicles**

*The game is played from an orthographic side view (2D).*

1. **Enemies**

*The enemies will be placed around the levels for the player to destroy or avoid. Hitting the enemies will result in the player using up one of their lives.*

1. **Weapons**
2. **Scripts**

*Scripts within the game:*

|  |  |
| --- | --- |
| **Script** | **Description** |
|  |  |
|  |  |
|  |  |

1. **Scoring**

*The player can increase their score by killing enemies and collecting coins.*

1. **Sound Index**

*Sounds within the game:*

|  |  |
| --- | --- |
| **Sound** | **Description** |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

1. **Art / Multimedia Index**

*Art within the game:*

|  |  |
| --- | --- |
| **Art/Asset** | **Description** |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |