Dragon Chase - Documentation

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1. Project Overview

Dragon Chase is a casual arcade game inspired by Flappy Bird, with a twist - you control a dragon flying through a challenging environment. The game features different difficulty levels, a high score system, and customizable sound settings.

2. Game Description

Dragon Chase is a simple yet addictive game where the player controls a dragon that must navigate through a series of obstacles. The objective is to survive as long as possible to increase your score.

3. Features

Four difficulty levels: Easy, Medium, Hard, and Ultimate.

High score tracking and display.

Adjustable sound settings for background music and sound effects.

Player preferences for saving high score and volume settings.

4. Gameplay

Press space to fly the Dragon.

Navigate the dragon through openings in the obstacles to increase the score.

Avoid collisions with obstacles and the ground.

Your game ends when you collide with an obstacle or the ground.

5. Main Menu

The main menu offers options to start the game at different difficulty levels.

The player can access sound settings to adjust the volume of background music and sound effects.

It also displays the Credits Section of the game.

It provides an option to exit the game.

6. Scene Transitions

The game smoothly transitions between the main menu and game scenes.

When the player loses, the high score is displayed, by pressing 'Return To Main Menu' they are redirected to the main menu scene.

Player can also redirect to the main menu scene by pressing 'Return To Main Menu' button on Pause Menu.

In Main Menu Player can redirect to the game scene by selecting the difficulty in which he wants to play.

7. High Score

The game keeps track of the highest score achieved.

The high score is displayed on the Game Over Menu.

8. Sound Settings

The game provides sliders to adjust the volume of background music (BGM) and sound effects.

These settings are saved in PlayerPrefs, so they persist between game sessions.

9. Saving And Loading

The game uses PlayerPrefs to save and load the Sound and Music Settings, and the HighScore.

10. Attributions

Dragon Image - Image by upklyak on Freepik

Sky Background - Image by h9images on Freepik