**Table of Contents**

[Your Table of Contents should go here. Make sure that your document’s sections are hyperlinked to their corresponding pages.]

**Version History**

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

* **Game Overview**

*(ensure you mention the goal of the game and how to win if applicable)*

**2D side scroller where you play as a human defending the world against aliens. The goal is more geared towards endless runner where you essentially go each round until you die. This will help gear the game towards perfecting being bullet-proof, and help motivate the player to get progression achievements by creating replayability.**

* **Game Play Mechanics**

*(how does your game work?)*

**Player mechanics involve being able to only walk forwards and backwards, or left and right, and can also shoot towards the mouse in any direction. The aliens will appear as either a flying UFO that also only moves forwards and backwards, and also only shoots down towards the player periodically to motivate the player to learn strafing, bullet shooting, etc. The aliens can also appear as foot soldiers where they appear on ground level and can either run into the player to capture them, or can shoot at the player, also periodically. This mechanic can help the player improve their game sense and surroundings, while also training their jumping avoidance. Aliens, when destroyed, will drop weapons according to rng to allow players the ability to swap between weapons to increase arrousal.**

* **Camera**

*(Point of View)*

**The point of view will be traditional 2D side scroller, focusing on the player's side view. The camera will be fairly zoomed out to incorporate the enemies in the sky, and also ground units without being surprised.**

* **Controls**

*(Which keys does your game use? Does it use the mouse or a joystick?)*

**The controls will include: WASD + Mouse for shooting.**

**Space to jump**

**Mouse wheel or 1-5 to switch between weapons.**

* **Saving and Loading**

*(Does your game include saving and loading? When? How?)*

**My game will hopefully include saving and loading to help save progress towards achievements ingame. Since my game is focused towards single rounds, the game will save inbetween rounds or when exiting to save progress automatically.**

* **Interface Sketch**

*(What does the game interface look like? Provide a screen shot or sketch)*

* **Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

* **Game World**

*(Describe Your Game Environment)*

* **Levels**

*(Describe Each of your game levels)*

* **Game Progression**
* **Characters**

*(Describe Your game avatar if applicable)*

* **Non-player Characters**

(Describe Any Computer controlled Allies and how they work)

* **Enemies**

*(Describe computer-generated enemies and boss monsters)*

* **Weapons**

*(Describe any weapons available to the user)*

* **Items**

*(Describe any in-game items that can help or hinder the user)*

* **Abilities**
* **Vehicles**
* **Script**
* **Scoring**
* **Puzzles/Mini-games**
* **Bonuses**
* **Cheat Codes**
* **Sound Index**

*(Include an index of all your sound clips)*

* **Story Index**

*(Outline your game story here)*

* **Art / Multimedia Index**

*(Include an index of all your graphic and video assets here)*

* **Design Notes**

*(Include additional design notes here)*

* **Future Features**

*(Include any future features that are planned to be implemented)*