**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.]

Version 1.0 - Initial release of project where basic functionality is mostly UI based.

Version 2.0 – Assignment 2 upload, adding enemy / player movement and shooting. Also adding lives and score, but only lives “work”. Enemies spawn on a timer.

[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)*

**The goal of my game is to destroy as many UFO's as possible before dying or exiting the game. Essentially the whole gameplay loop revolves around a 2D side-scroller game that goes left to right and the player can shoot upwards or forwards/backwards. UFO's appear in the sky so the player has to shoot them and kill them to get points, and get any drops the UFO may have. UFO's can drop different types of weapons, as well as some points. I'll also have some foot soldiers that appear as the game goes on so the player has some challenge instead of only being able to shoot upwards into the sky. The UFO's as well can shoot at the player but only in a downward shot. If the player gets hurt too many times they die.**

* **Game Play Mechanics**

*(how does your game work?)*

**My game works by destroying as many UFO's as possible and getting to try out different weapons and getting as high of a score as possible. You essentially destroy a UFO (1 appears at a time) and wait for another to respawn and take it's place. As mentioned before, some enemies will show up on the ground to force the player to think about its surroundings a little more then just hiding from a UFO.**

* **Camera**

*(Point of View)*

**Point of view in my game is a 2D sidescroller so the POV is essentially 2D perspective I believe. The camera will be zoomed out enough to view the player, and the UFO in the air without being too crammed.**

* **Controls**

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

**Controls for my game will include: A and D for backwards and forwards respectively. Space will be to jump and Left Mouse Button to shoot. This will be the controls on the PC of course, and hopefully for an actual Android release it will be controlled through touch controls. 2 sticks will appear for movement/jumping and shooting.**

* **Saving and Loading**

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

* **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)*

**My game world takes place just in an open field essentially where UFO's are trying to take over Earth. The game environment itself will not include very many jumps, only a few to make different elevations. Too many jumps and our areas becomes a mountain.**

* **Levels**

*(Describe Each of your game levels)*

**I probably wont have many different game levels, but I can definitely change each rounds background to signify progress or to lessen monotony.**

* **Game Progression**

**You progress in my game by destroying UFO's and gaining more score/points. You also progress by unlocking different weapons dropped by the enemies.**

* **Characters**

*(Describe Your game avatar if applicable)*

**As of version 1.0 our character is just a Capsule, but i'm hoping to upgrade them into a person to help better differentiate that you are a human protecting the Earth from aliens.**

* **Non-player Characters**

(Describe Any Computer controlled Allies and how they work)

**I most likely wont have any NPC's since my game wont save progress therefore won't need any NPC's aside from quest givers, which will most likely be done through UI anyways.**

* **Enemies**

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

**All enemies will either by a flying UFO in the sky, possibly grey and green or some other alien combination. As well as the foot soldier which will hopefully be a green alien of some kind. All enemies will behave like the player and will only be able to move backwards/forwards and can only shoot in 1 direction.**

* **Weapons**

*(Describe any weapons available to the user)*

**Weapons will include standard things such as pistol to start, a rapid-fire gun, a laser shot gun, a rocket launcher, EMP possibly, and many more hopefully.**

* **Items**

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

**Since most of my games items include weapons, I will also likely add Player Lives as drops so the game can go on for longer without making the game too hard. I can also add the ability for the enemies to drop spikes or something that can block the player to kill them easier.**

* **Abilities**

**Abilities will most likely only include shooting, but will update later.**

* **Vehicles**

**No vehicles for the player, only UFO's for the enemies.**

* **Script**

**Script so far is basic UI navigation, but once the gameplay loop is being worked on there will be firing, movement, jumping, weapon swapping, etc.**

* **Scoring**

**Not sure on the full details yet, but somewhere between 10-100 points per UFO/enemy kill will make scoring easy to understand. Possibly getting hit will deduct some points.**

* **Puzzles/Mini-games**

**No puzzles or mini-games planned, but can change later depending on difficulty of the project.**

* **Bonuses**

**N/A, maybe some bonus levels similar to a horde mode or something like that.**

* **Cheat Codes**

**N/A, maybe will add in a weapon spawner, or infinite lives, etc.**

* **Sound Index**

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

**I got my sound clips from freesound.org, but for clips I have so far are 2 sound effects for the player shooting and the UFO shooting, as well as 2 background music sounds for some variety in music.**

* **Story Index**

*(Outline your game story here)*

**Game story revolves around the Earth being attacked by these UFO's in an attempt to take over the Earth. You as a lone soldier must defend for as long as possible to gain time for the rest of the Earth to help out in the battle.**

* **Art / Multimedia Index**

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

**Art will most likely be drawn by myself through Blender, but will only be flat 2d objects.**

* **Design Notes**

*(Include additional design notes here)*

**N/A**

* **Future Features**

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

**Most future features are included in the documents above.**