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| KD GAmes |
| Assignment 2 Part 2 – Unity 2D Platformer for Mobile |
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| Version #02  All work Copyright © 2021 by KD Games.  All rights reserved. |
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**![Logo

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| December 12th 2021 |

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**Version History**

Version 01 – The start of the project, basic uploading. Starting at only mostly platforms, and some enemies with LOS and movement.

No hazards other than moving platforms, or weapons.

Version 02 – Assignment 2 Part 2 upload. In this version I added the Instructions Scene, the Death Scene, and the Door Exit, or Level Complete Scene. Each level has music playing although some songs overlap.

Hazards include spitting Opossums. You start with 3 lives and each hit decreases by 1. Once you die you will have to replay the level or quit the game. There are also moving platforms. 2-Way platform, Moving platform, Sliding Platform, Tilting Platform.

1. **Game Overview**

*The goal of my game in this assignment is similar to “Celeste” where the point of the game is to reach a goal, or part of the level to advance to another level, or to win all together. So far there are only platforms and no goal location.*

1. **Game Play Mechanics**

*My game works similar to other 2D platformers where the player is tasked to jump and move around while avoiding obstacles and enemies. Unfortunately for my game I wont have the same jumping mechanics as Celeste so it wont be as good, but very basic.*

1. **Camera**

*The point of view of my game is 2D so looking right at the player as a side view. Camera will most likely follow the player and will also go left – right and up and down when moving along the levels.*

1. **Controls**

*My game uses both mouse and keyboard and on-screen controls. If playing on mobile device there is the on-screen controls, and while testing or playing on the computer, there is WASD and space to jump.*

1. **Saving and Loading**

*In Version 02 there was an addition of various Check Points around the map. These will act as “Save Points” but only during the game instance itself. Loading back into a game will start you at the Player Starting Point.*

1. **Interface Sketch**

**Graphical user interface, application

Description automatically generated**

**This is my games opening screen. No working title yet other than Assignment 2 Part 1.**

**Graphical user interface

Description automatically generated**

**This is my games Instructions screen. This will tell you how to play.**

**A screenshot of a video game

Description automatically generated**

**Graphical user interface, application

Description automatically generated**

**Graphical user interface

Description automatically generated with medium confidence**

**This is my games Game screen.**

1. **Menu and Screen Descriptions**
2. **Game World**

*Similar to Celeste where platforms are just floating / freeform, not in a mountain type of way. Bright game world, casual, etc.*

1. **Levels**

*Only 1 level for now and it is fairly straight forward and simple, make your way to the top to complete the level.*

1. **Game Progression**

**Make your way across each level to progress in my game.**

1. **Characters**

*My game avatar is a little fox character.*

1. **Non-player Characters**

NPC’s include Opossums which will simply walk back and forth to the edge of a platform, and can locate the player by LOS. These Opossums will spit at you occasionally and will result in death if hit more than 3 times.

1. **Enemies**
2. NPC’s include Opossums which will simply walk back and forth to the edge of a platform, and can locate the player by LOS. These Opossums will spit at you occasionally and will result in death if hit more than 3 times.
3. **Weapons**

*No weapons just yet.*

1. **Items**

*No weapons just yet.*

1. **Abilities**

**No abilities just yet.**

1. **Vehicles**

**No vehicles.**

1. **Script**

*Scripts in my game include scene switching used for button activity. There is also player movement, so moving back and forth and jumping. There is also simple AI scripts which move back and forth, stop on obstacles/gaps, and push player and blocks.*

*Version 02 Scripts include: Door Exit which results in Game Completion. Moving Platform scripts such as Rotating, Moving, Two-Way, Sliding, etc. Opossums spit at you when in range.*

1. **Scoring**

**No scoring yet.**

1. **Puzzles/Mini-games**

**No puzzles / mini-games.**

1. **Bonuses**

**N/A**

1. **Cheat Codes**

**N/A**

1. **Sound Index**

*3 Songs for Gameplay and Menus*

*Sound for Gem Pickup*

*Sound for Hit*

*Sound for Spit Firing*

*Sound for Jump*

1. **Story Index**

*No major story, you just need to make it to the top of this level.*

1. **Art / Multimedia Index**

*Player asset – Provided in class.*

*Enemy asset – Provided in class.*

*BG / Buttons – Found online through free to use sources.*

1. **Design Notes**

*Design notes are similar to Celeste, but way more simpler.*

1. **Future Features**

*Sounds, scoring, other platforms, enemies, etc are all planned for the future.*