Game Design Document

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* **Intro**

Show title

Show instructions

Everything is hidden

* **Gameplay**

Title hidden

All sprites shown

Score and timer are shown and reseted

* **Pause**

All sprites are hidden

Time and score are hidden

Pause menu pulls up

* **Quit**

Game ends

**Sprites:**

* **Cardinal**

User controlled character

Moves left, right and up

Wraps around the screen

When hits coin it adds a point

* **Coin**

Computer controlled element

Coins stay on the platforms

Multiple coins on the screen at once

* **Platform**

Computer controlled element

Character can stand on the platform

**UI Components:**

* Background

Ball States Campus

Should be able to see coins and cardinal clearly

* Title

Shows instructions

Shows name of game

When clicked it will proceed to gameplay

* Timer

The game will start at a specified time

A label will continually display the time remaining until the game starts

When the countdown timer reaches zero the game will conclude

* Score

Label showing current score

Add points for each coin collected

* Quit

Once timer hits 0 it will end the game

Sound Effects:

* Ding

When cardinal hits a coin

* Boing

When cardinal jumps up

Milestones:

* Gather placeholder resources
* Get basic form of game class up and running so we can expand on it
* Add Cardinal class – add left, right and jump
* Add coin class - with sound effect and point collection
* Check standard collision - upon coin collision
* Add Score
* Add Time
* Add quit button
* Add reset button
* Add intro - test

Game tuning parameters:

* Speed of cardinal

**Stretch Goals:**

* Add a Background music theme
* Add a reset button at the end
* Add power ups falling down from the sky