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| sdmd games |
| The Lone Survivor |
| **Assignment 01** |
| Version 2.0  All work Copyright © 2016 by SDMD Games.  All rights reserved. |
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**Version History**

Version 1

- Game Scenes: start scene, game scene, end scene

- Images: Downloaded images to be used for the game scenes

- Buttons: Created a left and right arrow image to navigate between scenes

- Code: Implemented basic code for switching scenes, and using buttons

Version 2

- Game Scenes: Added multiple scene levels to the game

- Images: Resized all images to fit properly on each scene

- Text: Added text to each image to give the player insight on which direction to go

- Code: Modified code to be used in a game with multiple scenes

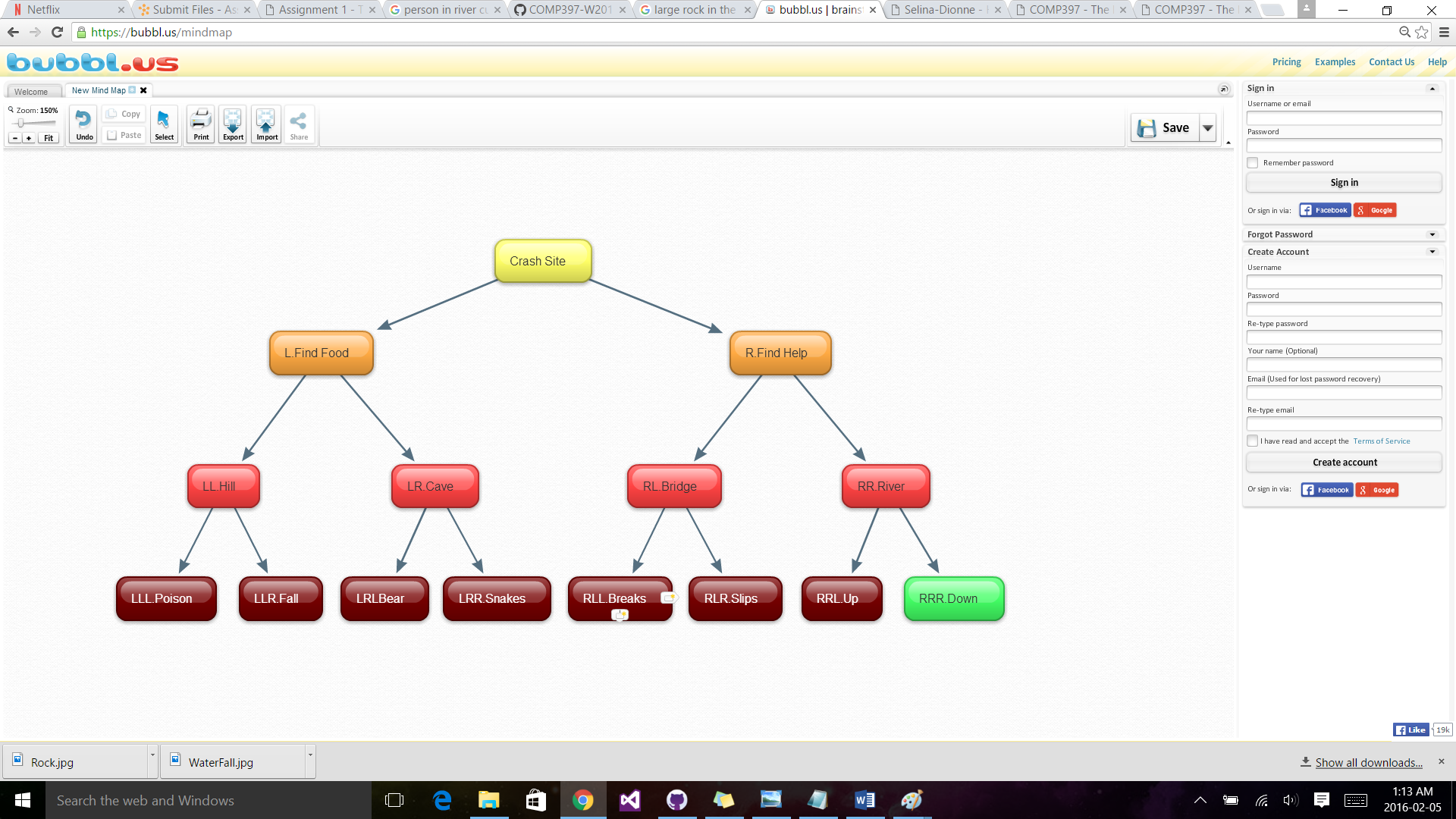
1. **Game Overview**

**Summary**

In the first scene the player is informed that the plane they were on has crashed and are given specific options to chose from to determine if they will die in the forest that the plane went down in or if they’ll manage to make it out alive.

**Gameplay**

The goal of this game is to chose a combination of correct choices to guarantee that the player will survive. The odds of survival are 1 in 8.

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