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| sdmd games |
| Sky Birds 2 |
| **Final Project** |
| Version 2.0  All work Copyright © 2016 by SDMD Games.  All rights reserved. |
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| April 4th 2016 |

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**Version History**

Version 1

* Character movement: Image for the character and a movement script
* Enemies: Images for the enemies and logic for movement
* Background: The game background loops
* Music for the main menu, gameplay, and end scenes

Version 2

* Animations: animations for the character and enemies
* Enemies: enhanced the game logic for the enemies
* Background: added multiple background images
* Scoring: changed the scoring logic

Anything in red stands for additions that will be available in a later edition of the game

1. **Game Overview**

**Summary**

The player controls an eagle and has to avoid being hit by the enemy characters flying towards them. The player is able to move in all directions and can shoot and drop bombs on the enemy. At the start of the game the player has five lives and will lose one each time they are hit. Once the life counter reaches zero the game will end and the player has the option to play again.

**Gameplay**

The goal of this game is to stay alive as long as you can while killing enemies to rack up points, advance to new levels and to get the highest score.

1. **Controls**

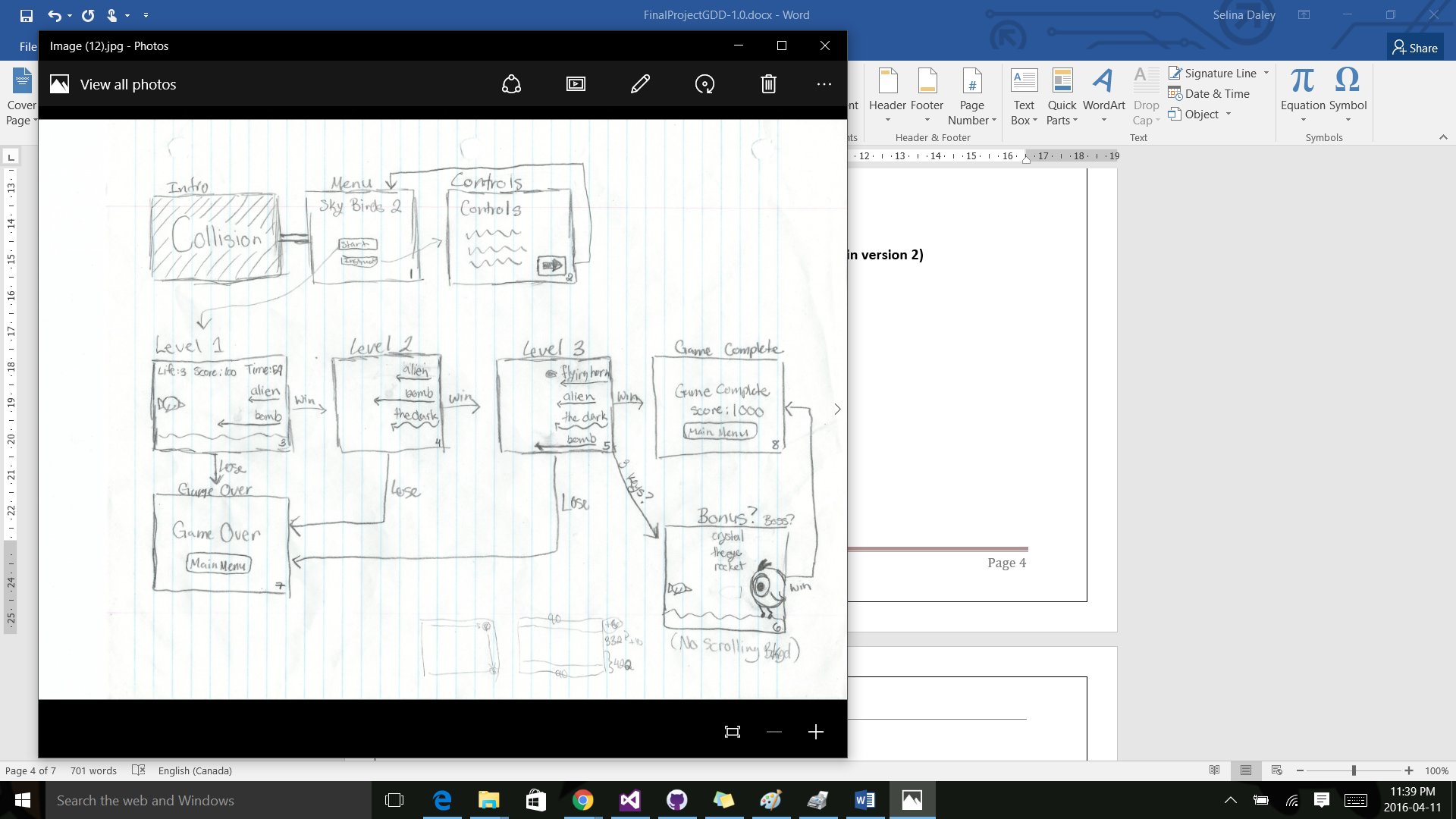
Player movement

* Move Up: Move the mouse up
* Move Down: Move the mouse down
* Move Left: Move the mouse left
* Move Right: Move the mouse right

Player weapons

* Fire Bullet: Left mouse button
* Drop Bombs: Right mouse button

1. **Interface Sketch**



1. **Menu and Screen Descriptions**

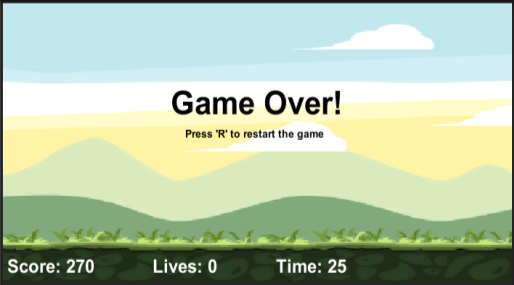
**Screens**

Start Game Screen (Example image)

* Start button
* Logo
* Background image

 Level 1 Screen (Example image)

* Score
* Life
* Player
* Enemies
* Power ups

Game Over Screen (Example image)

* Game over
* Restart
* Score

1. **Characters**

 Player

* Flying: Is able to move in any direction
* Dying: An angel is created when the player dies
* Is able to file bullets and drop bombs

1. **Enemies**

 Enemy 1 (Alien)

* Flying: Flies in a linear motion towards the left side of the screen
* Dying : An angel is created when this enemy dies
* Points: Kill this enemy to earn 10 points

Enemy 2 (The Dark)

* Flying: Flies in a sinusoidal motion towards the left side of the screen
* Dying: An angel is created when this enemy dies
* Points: kill this enemy to earn 20 points

Enemy 3 (The Horn)

* Flying: Flies at a decreased pace in a linear motion towards the left side of the screen while shooting bullets
* Dying : An angel is created when this enemy dies
* Points: Kill this enemy to earn 30 points

Enemy 4 (Bomb)

* Flying: Flies at an accelerated pace in a linear motion towards the left side of the screen
* Dying: Explodes on contact with the player, players bullet, and/or players bomb
* Points: Kill this enemy to earn 55 points

1. **Weapons**

Player Bullet

* Hero Bullet AShot: Moves in a linear motion towards the right side of the screen
* Explosion: Explodes on contact with enemies

Player Bomb

* Bomb: Falls in a linear motion towards the ground
* Explosion: Explodes on contact with enemies and the ground

1. **Items**

Enemy Bullet

* Villain Bullet AShot: Moves in a linear motion towards the left side of the screen
* Explosion: Explodes on contact with player

Item Orbs

* Life: An orb that can be found randomly throughout the game.
* Getting one increases the players remaining lives by 1

1. **Bonuses**

Bonus Marks

* player fires bullets
* player drops bombs
* enemy fires bullets

1. **Sound Index**

Explosion: [www.shockwave-sound.com/sound-effects/explosion\_sounds.html](http://www.shockwave-sound.com/sound-effects/explosion_sounds.html)

Main game music: <http://www.playonloop.com/2015-music-loops/starry-night>

Main menu/ game over music: <http://www.orangefreesounds.com/8-bit-music/>

Item sound : <http://opengameart.org/content/10-8bit-coin-sounds>

1. **Art / Multimedia Index**

All game graphics

* http://graphicriver.net/item/sky-birds-game-assets/7127737?ref=telyva
* http://graphicriver.net/user/bevouliin