Game Design Document

For your final project you will have the option of doing either a game from scratch or continuing on expanding the final lab: Pixel Quest. Both will have different grading systems.

New Project	Pixel Quest
GDD (10%)	
Main Menu (10%)	
Game Loop (20%)	Three Levels (10%)
Animation (5%)	Reskin (10%)
Music & SFX (5%)	New Animation (5%)
	New Music & SFX (5%)

Name of Your Game:

Pixel Quest

Is it 2D or 3D:

2D

What game is is familiar to (Mario/Zelda/Call of Duty/ect.):
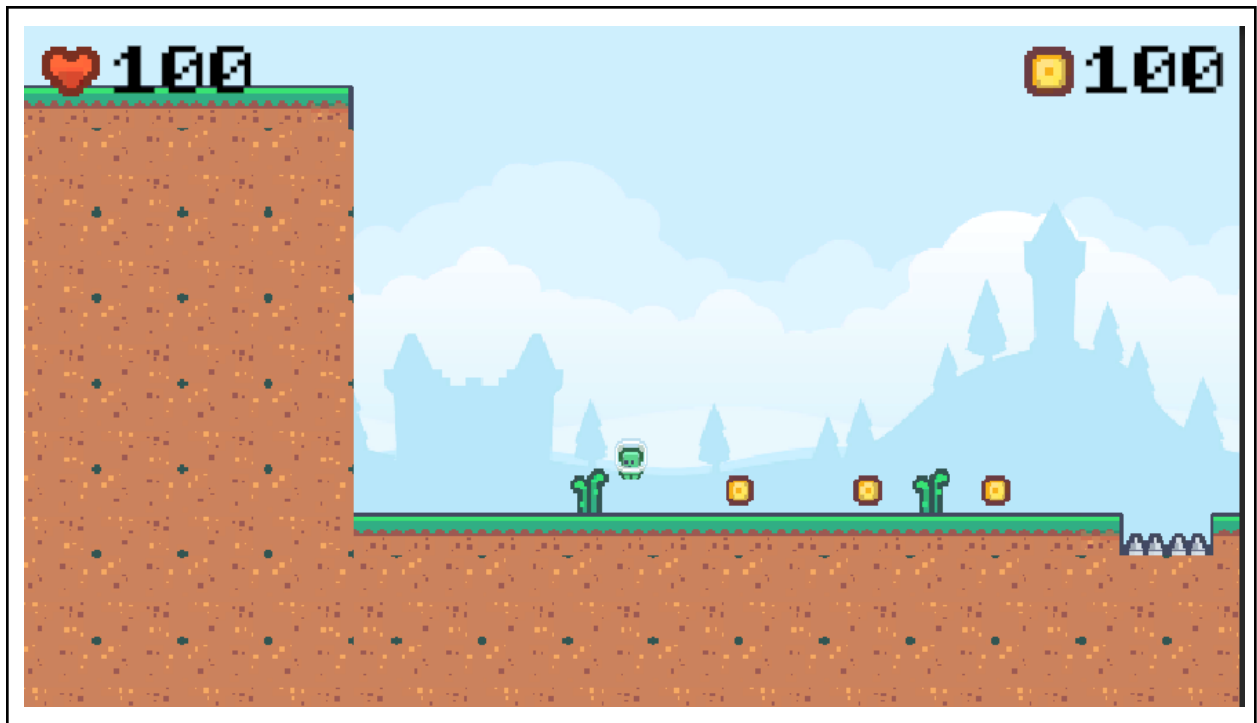
Mario, 2D Platformer

What's the story:

Pixel is poor and needs to collect some coins.

Draw the Main Menu Screen:

Draw an example of a game level:

List All the Actions/Characters you want you game to have (Jumping, Shoot, Enemies, Dialogue):

Player:
- Jumping,
- Gets Hit by enemies
- Respawns
- Collects Coins
- Gets powered up

Objects
- Coins
- Power Up
- Check Point
- Spikes
- Ground
- End Level Goal
- Enemy that walks
- Enemy that flies
- Heart Pickups

Level UI
- PLayer Health
- Coin Coin
- End Screen UI
- Win UI