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| Bean Boy Development |
| Bean Me Up |
| Building Bean Boy/The Germination of Bean Boy |
| Version #1.0  All work Copyright © 2012 by Bean Boy Development.  All rights reserved. |
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|  |

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**Table of Contents**

[Your Table of Contents should go here. Make sure that your document’s sections are hyperlinked to their corresponding pages.]

**Version History**

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

1. **Game Overview**

*(ensure you mention the goal of the game and how to win if applicable)*

1. **Game Play Mechanics**

*(how does your game work?)*

1. **Camera**

During the space shooter portion of the game, the camera will maintain a top-down view like traditional space shooters. This will change to a side view for the 2D platformer since this part of the game will use a side scrolling format.

1. **Controls**

*(Which keys does your game use? Does it use the mouse or a joystick?)*

1. **Saving and Loading**

*(Does your game include saving and loading? When? How?) remove?*

1. **Interface Sketch**

*(What does the game interface look like? Provide a screen shot or sketch)*

1. **Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

1. **Game World**

*(Describe Your Game Environment)*

1. **Levels**

*(Describe Each of your game levels)*

1. **Game Progression**
2. **Characters**

*(Describe Your game avatar if applicable)*

1. **Non-player Characters**

(Describe Any Computer controlled Allies and how they work) *remove?*

1. **Enemies**

*(Describe computer-generated enemies and boss monsters)*

1. **Weapons**

*(Describe any weapons available to the user)*

1. **Items**

*(Describe any in-game items that can help or hinder the user)*

1. **Abilities**
2. **Vehicles**

During the space shooter portion, Bean Boy will navigate space using a Space Can (a spaceship in the form of a tin can). This vehicle will have upgradable guns from which the player may shoot enemies. The player will be damaged if he/she comes into contact with enemies or is hit by enemy weapons. If the player receives a certain amount of damage, the game will be over.

1. **Script**
2. **Scoring**
3. **Puzzles/Mini-games** *remove?*
4. **Bonuses**
5. **Cheat Codes** *remove?*
6. **Sound Index**

*(Include an index of all your sound clips)*

1. **Story Index**

*(Outline your game story here)*

1. **Art / Multimedia Index**

*(Include an index of all your graphic and video assets here)*

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

*(Include any future features that are planned to be implemented)*