Production Documentation

By Richard Pountney

[GDD](Game%20Design%20Documentation%20By%20Richard%20Pountney.docx) Changes

For the game I have decided to shorten it to 2 areas & for them to be small mazes.

The timeline section is incorrect to the time that I had gotten to complete the game.

There is no start menu & no start & end animations/cutscenes.

The prototype build is named: AT03\_Prototype\_Build

Peer review Prototype Stage

Amendments to be done:

* Have a way to tell the player the controls & what to do.

The peer review prototype is named: AT03\_Peer\_Review\_Prototype

User Trials

[Feedback](User_Feedback.txt)

Changes to do:

* Add animations or a particle system to the items in the world.
* Add a sound effect that plays when collecting an item.

GoldMaster Named: AT03\_GoldMaster

Git Repo: <https://github.com/Stampard0/Maze_Game>