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| Straw hat GAMES |
| Pirate King |
| Slot Machine Simulator |
| Version #1.0  All work Copyright © 2018 by Straw Hat Games.  All rights reserved. |
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**Table of Contents**

**Version History**

1. **Game Overview**

*The main objective is for the player to make as much berries as possible by testing his luck on themed slot machines.*

1. **Game Play Mechanics**

*The player will be introduced to the mechanics of the game in a brief tutorial.  
The user will be provided with a starting number of berries (credits) and will be allowed to spin (swipe down) the slots until credits are depleted.  
After this, the player will be allowed to reset his credits with a button.*

1. **Camera**

*The slot machine will be placed at the center of the camera.  
The camera will have an orthographic projection.*

1. **Controls**

*Everything will be controlled by touch and swipe.*

1. **Saving and Loading**

*The player’s credits will be saved automatically, unless their credits were depleted.*

1. **Game World**

*The game environment will be based off One Piece’s world and characters.*

1. **Levels**

*There will be only one main level, and the background can be purchased in the main menu.*

1. ***Game Progression****Credits will be earned in different amounts based on the type of combination of the reels.  
   The user will also be allowed to purchase different background images.*
2. **Items**

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

1. **Bonuses**
2. **Sound Index**

*One Piece Film Gold Ost – Main BG music.  
 Reel effect sounds.  
 Reel matching sounds.  
 Jackpot sound.  
 Bomb sound.  
 Player pull sound.*

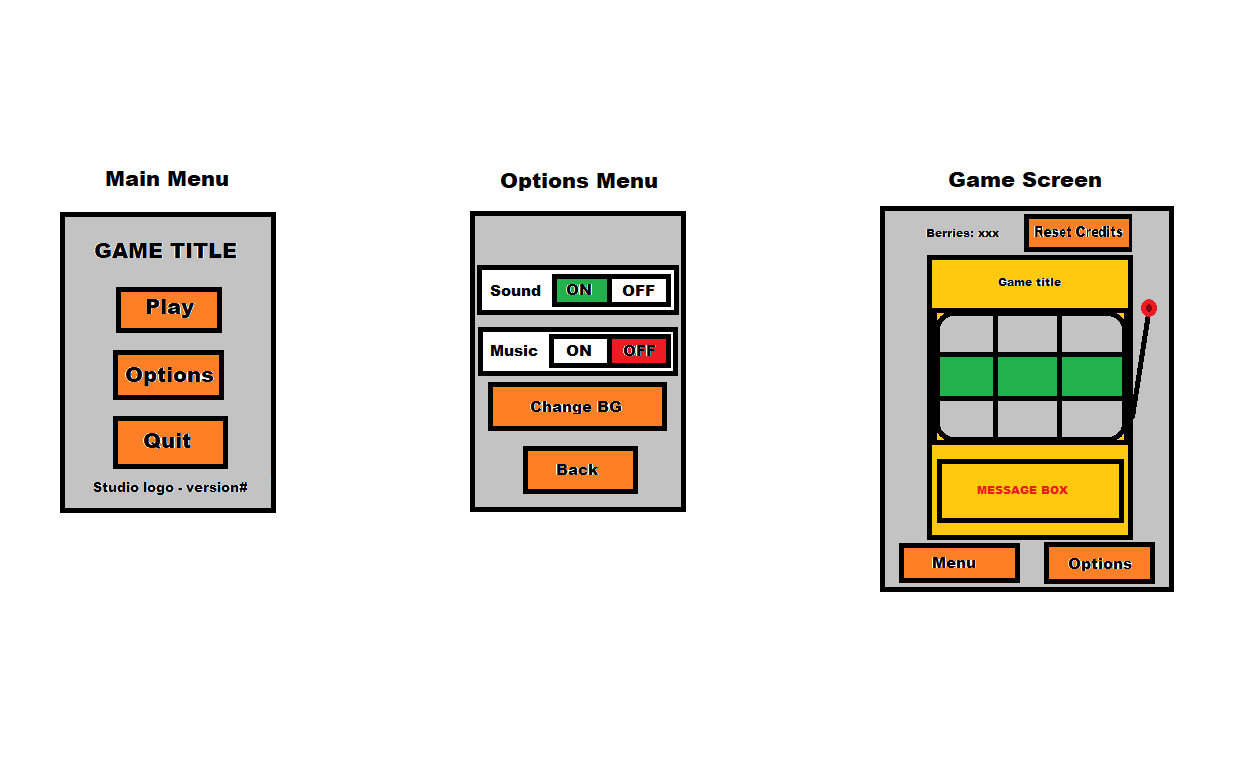
1. **Art / Multimedia Index***Berries  
   Bombs**Mugiwara's Flag   
   Sunny Boat  
   Devil's Fruit   
   Poneglyph   
   One Piece*
2. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

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

1. **Interface Sketch**

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