|  |
| --- |
| Dungeon-Dash |
| 2D Platformer Game Document |
| Version 1.1 All work Copyright © 2015 by Cistronix Games. All rights reserved. Jason Huang (300818592) Oct.26th,2015 |
|  |



Table of Contents

[Version History 2](#_Toc433312251)

[Version 1.1: 2](#_Toc433312252)

[Game Document 2](#_Toc433312253)

[Game Overview 2](#_Toc433312254)

[Game Play Mechanics 2](#_Toc433312255)

[Camera 2](#_Toc433312256)

[Controls 2](#_Toc433312257)

[Interface Sketch 2](#_Toc433312258)

[Menu and Screen Descriptions 2](#_Toc433312259)

[Game World 3](#_Toc433312260)

[Levels 3](#_Toc433312261)

[Game Progression 3](#_Toc433312262)

[Characters 3](#_Toc433312263)

[Enemies 3](#_Toc433312264)

[Weapons 3](#_Toc433312265)

[Items 3](#_Toc433312266)

[Script 3](#_Toc433312267)

[Scoring 3](#_Toc433312268)

[Sound Index 3](#_Toc433312269)

[Story Index 3](#_Toc433312270)

[Art / Multimedia Index 3](#_Toc433312271)

[Design Notes 4](#_Toc433312272)

[Future Features 4](#_Toc433312273)

# Version History

Project Github Link: <https://github.com/Strifez/Dungeon-Dash>

## Version 1.1:

# Game Document

## Game Overview

The goal of the game is to survive and reach the end of the level.

## Game Play Mechanics

## Camera

## Controls

## Interface Sketch

## Menu and Screen Descriptions

## Game World

## Levels

## Game Progression

## Characters

## Enemies

## Weapons

## Items

## Script

## Scoring

## Sound Index

Source: OpenGameArt

Background Music: by Avgvsta

<http://opengameart.org/content/generic-8-bit-jrpg-soundtrack>

Footsteps: by Little Robot Sound Factory

<https://www.assetstore.unity3d.com/en/#!/content/32833>

Source:

## Story Index

## Art / Multimedia Index

Source: OpenGameArt

(Purchased a Sprite Pack)

Player, Enemies and TileMaps by Merve Talun

<https://www.assetstore.unity3d.com/en/#!/content/42013>

## Design Notes

The game was designed to have a more cartoon space feel to the game. The characters and even enemies are not the typical space alien theme. Cistronix Games wanted to make a game for all ages and we believe that with this cute, fast pace 2D shooter will be what everyone wants to play.

## Future Features