Joker Snake

version: 1.0.0

GDD Template Written by: Suhaila Dehis

Overview:

This is a snake game. The game starts with the snake moving with 3 body parts. The goal of the game is to collect as much coins as you can. Hitting the wall will kill you. Be on your Gard for the superheroes, if they catch you, its Game Over.

Theme / Setting / Genre:

Theme: The theme of the game is Gotham City where the joker is running around stealing coins.

Genre: Arcade.

Core Gameplay Mechanics Brief:

Game mechanism is endless movement until player hits a deadly object.

Targeted platforms:

Android, IOS, Web

Assets Needed:

The project is composed of subfolders in order to organize the assets and make it easy to reach a certain asset and readable.

- Scenes:
- Main Menu
- Game Scene
- Game over Scene

- Textures
- Joker
- Batman
- Robin
- Cat woman

- Environmental Art Lists
- Ground
- Walls

- Sound
- Sound List (Ambient)
- Intro Music
- Game playing music
- Coins acquired sound

- Scripts
- deamonsController: responsible for daemons characteristics.
- FruitController : responsible for Fruit characteristics.
- gameOverGameController : responsible for generic characteristics of the scene.
- LoadOnClick : responsible for UI Events In the first scene
- SnakeController : responsible for Snake characteristics.
- WallController : responsible for Walls characteristics.

- Prefabs:
- Fruit
- Body Part
- Damon

- Materials:
- Ground
- Walls