# Submission

Your submission should be no more than 1GB in size after zipped.

|  |  |
| --- | --- |
| 00\_HanselKoh\_WebGLProject |  |
| - 00\_HanselKoh\_GDD.doc | <Your GDD of this game> |
| - 00\_HanselKoh\_GameVideo.mp4 | <A video of you playing through the game> |
| * 00\_HanselKoh\_Source * 00\_HanselKoh\_Build | <Unity project folder> |
| o Exe | <Folder containing the executable file of the game> |
|  |  |
| o WebGL.txt | <URL of the game on simmer.io> |

Upload to MyConnexion (WebGL Project)

## Game Design Document

Name: Ubaidillah, Marzuqi, Ryan Lim, Jun Yuan

Game title: Arisa Nightmare

Game description:

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| You play as Arisa who is trying to escape from the sadistic kidnappers that kidnapped and put u in a death game where you have to clear the obstacle and get to the finishing line to be able to escape. |

Controls and how to play:

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| --- |
| Controls   * W, A, S, D to Move * Spacebar to jump   How to play   * Collect gem * Reach end goal |

List of obstacles

|  |  |  |
| --- | --- | --- |
|  | Obstacle (Reference) | Your obstacle (Implementation) |
| 1. |  |  |
| 2. |  |  |
| 3. |  |  |
| 4. |  |  |

List of camera features

|  |  |
| --- | --- |
| Feature | Description |
|  |  |

List of 3D models and animations

|  |  |
| --- | --- |
| Model | Animations (if any) |
| Arisa | Idle, running, jumping |
|  |  |

List of user interfaces

|  |  |
| --- | --- |
| UI | Description |
| Life UI | Show how much life your player gets. |
| Gem UI | Show how much Gem left in the game. |
| Time UI | Show how much time left in the game. |

Win or lose condition

|  |  |
| --- | --- |
| Type | Description |
| Win | * Collect gem and reach the end |
| Lose condition | * Player don’t have life left |

Other unique features:

|  |
| --- |
| Speed boost at second obstacle. The boost will end at the end of the second obstacle. |