[DRAK KNIGHT STUDIO]

Unity Mobile Game Design

Side Scroller Platforming Game

Version #01

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[Han Zhan]

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Version History

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

- **Version 0.1 (2020/10/4)**
  Add the game assets include sound, texture, and tile map.
  Created the main menu screen, game screen, instruction screen and end screen.
  Create interactive UI and buttons.

- **Version 0.2 (2020/10/23)**
  Add player's keyboard movement and touch screen movement.
  Add obstacles and boss attack.
  Add background movement and update.
  Add collision to player, obstacle, bullet, and boss.
  Add player death scene switch.

- **Version 0.3 (2020/10/25)**
  Add player score UI, store the number of seconds the player survived as the player score.
  Add player's HP, initialize player's HP to 3.
  Add player HP UI.
  Added bullet and collision sound effects.
  Add BGM with different screen.

[This is the body of your video game design document. You should add and delete sections as they pertain to your game's design.]

I. Game Overview

(ensure you mention the goal of the game and how to win if applicable)

Player play the knight defeat the enemy and save the princess.

II. Game Play Mechanics

(how does your game work?)

Player need avoid obstacles, attack the enemy and take some gold on the trip.

III. Camera

(Point of View)

Side scroller.

IV. Controls

(Which keys does your game use? Does it use the mouse or a joystick?)

Players use AD on keyboard or touch screen on the mobile phone to move.

V. Saving and Loading

(Does your game include saving and loading? When? How?)

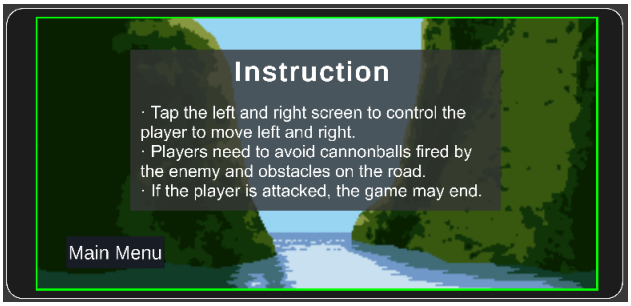
No

VI. Interface Sketch

(What does the game interface look like? Provide a screen shot or sketch)

VII. Menu and Screen Descriptions

(Include additional screen shots and accompanying descriptions for any menus and additional screen)



VIII. Game World

(Describe Your Game Environment)

Forest, grassland, hills

IX. Levels

(Describe Each of your game levels)

Obstacles that can cause damage will appear on stable ground.

X. Game Progression

Add some assets and make UI ready.

XI. Characters

(Describe Your game avatar if applicable)

Legendary knight Don Quixote.

XII. Non-player Characters

(Describe Any Computer controlled Allies and how they work)

No.

XIII. Enemies

(Describe computer-generated enemies and boss monsters)

A big "Windmill", It will fire cannons but will not be killed.

XIV. Weapons

(Describe any weapons available to the user)

Sword and shield.

XV. Items

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

Food and pharmacy.

XVI. Abilities

The player can move left and right.

XVII. Vehicles

No, may be have horse.

XVIII. Script

Knight Adventure Story

XIX. Scoring

Attack enemy and take gold.

XX. Puzzles/Mini-games

No.

XXI. Bonuses

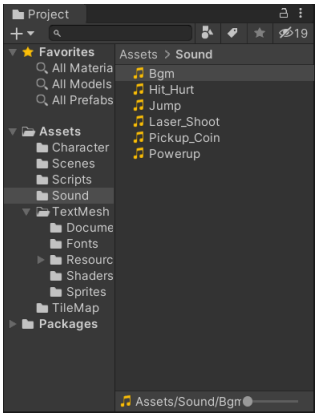
No.

XXII. Cheat Codes

No.

XXIII. Sound Index

(Include an index of all your sound clips)



XXIV. Story Index

(Outline your game story here)

The knight Don Quixote heard that the princess was trapped in the windmill, so he went to rescue alone. But this "windmill" may be a bit different from what he thought.

XXV. Art / Multimedia Index

(Include an index of all your graphic and video assets here)

Background and tile map.

XXVI. Design Notes

(Include additional design notes here)

XXVII. Future Features

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

Add knight control and improve the game screen