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| [DRAK KNIGHT studio] |
| Unity Mobile Game Design |
| **图片包含 图示  描述已自动生成Side Scroller Platforming Game** |
| Version #01  All work Copyright © 2020 by Agent Shooting Games.  All rights reserved. |
| **[Han Zhan]** |
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| October 3th 2020 |

**Table of Contents**

[Your Table of Contents should go here. Make sure that your document’s sections are hyperlinked to their corresponding pages.]

**Version History**

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

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

1. **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.**

1. **Game Play Mechanics**

*(how does your game work?)*

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

1. **Camera**

*(Point of View)*

**Side scroller.**

1. **Controls**

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

**Players use WASD or virtual joystick on the mobile phone to move.**

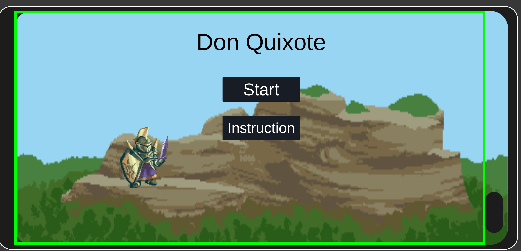
1. **Saving and Loading**

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

**No**

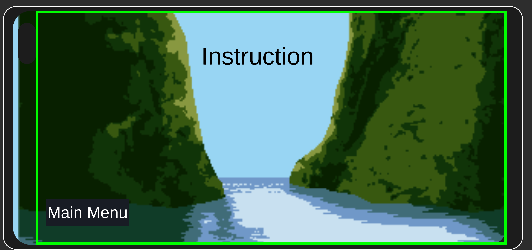
1. **Interface Sketch**

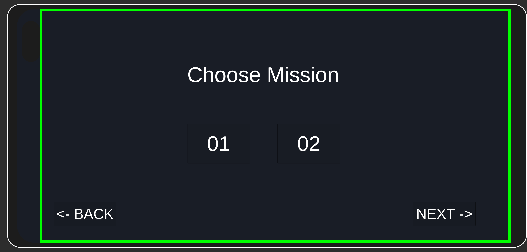
*(What does the game interface look like? Provide a screen shot or sketch)*



1. **Menu and Screen Descriptions**

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

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1. **Game World**

*(Describe Your Game Environment)*

**Forest, grassland, hills**

1. **Levels**

*(Describe Each of your game levels)*

**Different levels have different terrain.**

1. **Game Progression**

**Add some assets and make UI ready.**

1. **Characters**

*(Describe Your game avatar if applicable)*

**Legendary knight Don Quixote.**

1. **Non-player Characters**

(Describe Any Computer controlled Allies and how they work)

**No.**

1. **Enemies**

*(Describe computer-generated enemies and boss monsters)*

**Enemy is ordinary knight; boss is a “windmill”.**

1. **Weapons**

*(Describe any weapons available to the user)*

**Sword and shield.**

1. **Items**

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

**Food and pharmacy.**

1. **Abilities**

**Just attack and jump.**

1. **Vehicles**

**No, may be have horse.**

1. **Script**

**Knight Adventure Story**

1. **Scoring**

**Attack enemy and take gold.**

1. **Puzzles/Mini-games**

**No.**

1. **Bonuses**

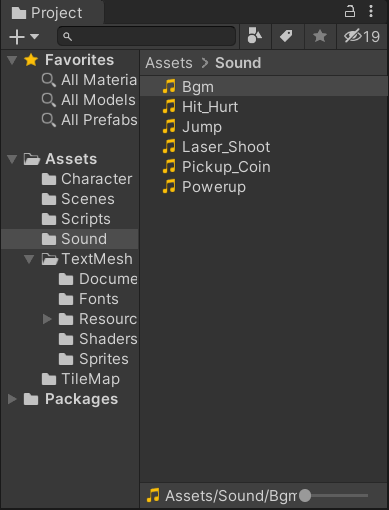
**No.**

1. **Cheat Codes**

**No.**

1. **Sound Index**

*(Include an index of all your sound clips)*

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1. **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.**

1. **Art / Multimedia Index**

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

**Background and tile map.**

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

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

**Add knight control and improve the game screen**