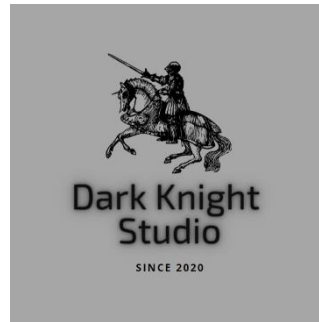


[DRAK KNIGHT STUDIO]



Unity Mobile Game Design

Side Scroller Platforming Game

Version #01

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[Han Zhan]

November 20th 2020

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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 1.0 (2020.11.20)**
 - Add environmental and UI assets.**
 - Add sound assets.**
 - Add four scripts about back, game over, instruction, main menu button.**
 - Add player and enemies anim.**
 - Add scene switching.**

- **Version 1.1 (2020.12.11)**
 - Add enemy rigid body and collision.**
 - Add enemy move and death animator.**
 - Add enemy movement and check ground.**
 - Add joystick and player movement.**
 - Set player health.**
 - Add player stand ground check.**
 - Add player lose sound.**
 - Add attack animator.**
 - Add attack point and set the attack range.**
 - Player can kill the enemy.**
 - Add attack sound effect.**
 - Add game score to check player mark.**
 - Can get game score update and show it.**
 - Add disappear platform.**
 - Add souls' prefab.**
 - Player can take the souls.**
 - Add moving platform.**

[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 of Lancelot defeat the enemy and save the king Arthur.

II. Game Play Mechanics

(how does your game work?)

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

III. Camera

(Point of View)

Follow the player.

IV. Controls

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

Players use joystick on mobile phone left to move and use joystick on mobile phone right to jump and attack.

V. Saving and Loading

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

No

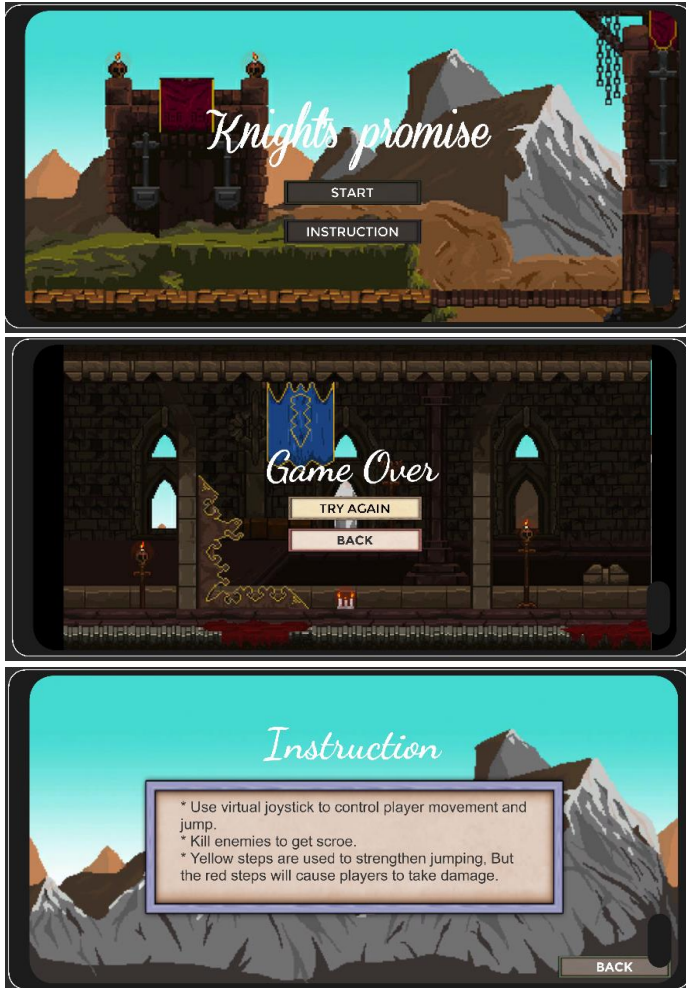
VI. Interface Sketch

(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)

Castle, cemetery

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.

XII. Non-player Characters

(Describe Any Computer controlled Allies and how they work)

No.

XIII. Enemies

(Describe computer-generated enemies and boss monsters)

Goblin, skeleton, and Dark Knight.

XIV. Weapons

(Describe any weapons available to the user)

Sword.

XV. Items

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

Soul.

XVI. Abilities

The player can move left and right, also can jump and attack.

XVII. Vehicles

No, may be have horse.

XVIII. Script

Knight Adventure Story

XIX. Scoring

Attack enemy and take soul.

XX. Puzzles/Mini-games

No.

XXI. Bonuses

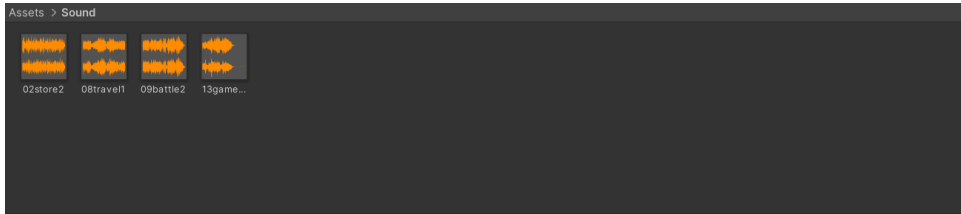
No.

XXII. Cheat Codes

No.

XXIII. Sound Index

(Include an index of all your sound clips)



XXIV. Story Index

(Outline your game story here)

Due to a misunderstanding, the Lancelot knight left King Arthur. Now King Arthur is facing an impasse under Mordred's betrayal, although Lancelot knew that King Arthur still could not forgive him, but he remembered his promise, embarked on a journey to save Arthur.

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.