Q*Bert

Version #.02

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1. <u>TITLE PAGE</u>

1.1 Game Name:
   Q*Bert

1.2 Version History:
   Milestone 2 is the second version, as we call it the 'Core Functionality' of the game
   *Q*Bert*. Core Functionality includes the following:

- **Main Menu Functionality:** Game Title, Menu Music, Start Game, Leaderboard and Exit Game.

- **Player Controls:** Numpad 7(Move top-left), Numpad 9(Move top-right), Numpad 1(Move bottom-left), Numpad 3(Move bottom-right).

- **Pause Menu:** 'ESC' key to initiate pause game.

- **Platform Functionality:** Platform colour changes to the "Change To" colour given in the UI.

- **Elevator Functionality:** When Q*Bert lands on the elevator, it transports Q*Bert on the topmost platform of the game and disappears.

- **Red and Green Ball Functionality:** Red and Green Balls spawn on the second row of the pyramid and keep on hoping downwards. Red Ball spawns more frequently than green ball.

- **Coily Behavior:** Coily begins as a purple ball, lands on the last row and then hatches into Coily the snake. This Coily follows Q*Bert around the level.

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2. <u>GAME OVERVIEW</u>

*Q*Bert*

This game is the recreation of the original Q*Bert Game. The player controls Q*Bert, a strange-looking orange thing that utters curse words every time it loses, as he traverses a pyramid while avoiding enemies. The objective of each level is to change every platform on the pyramid to its appropriate colour. Q*Bert steps/jumps on each platform to change its colour.

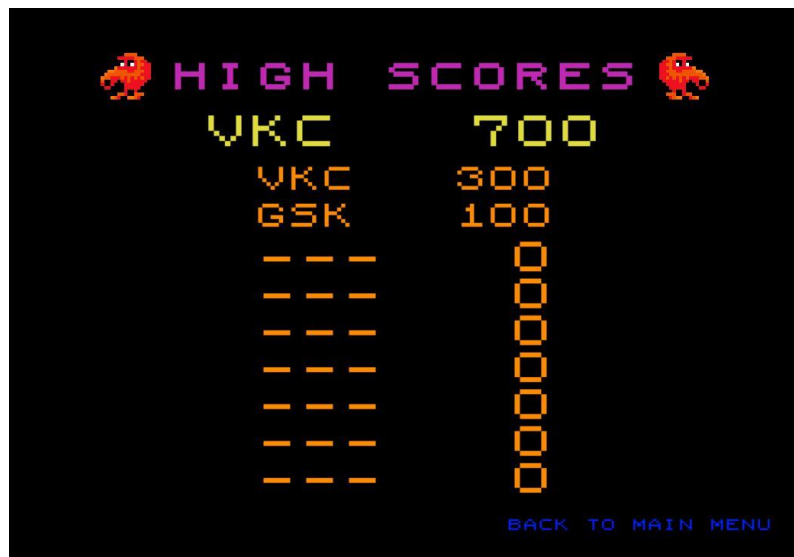Q*Bert has enemies, Red Ball and Coily the Snake. Q*Bert also has allies, Green Ball and two Elevators.

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3. <u>Milestone 2 Content</u>

1. Main Menu Functionality

2. **Leaderboard**

3. **Q*Bert Game Play – Platforms, Q*Bert movement, Red Ball, Green Ball, Coily**

4. Q*Bert on Elevator

5. Pause Menu

4. <u>Future Milestones</u>

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4.9   **UI Functionality**

4.10 **Leaderboard**

4.11 **Sound Index** *(WIP)*

4.12 **Design Notes** *(WIP)*