

VG GAMES



Q*Bert

Version #.01

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1. TITLE PAGE

1.1 Game Name:

Q*Bert

1.2 Version History:

Milestone 1 is the first version, as we call it the ‘Proof of Concept’ of the game *Q*Bert*.

Proof of Concept includes the following:

- Asset placement
 1. Level pyramid
 2. Q*Bert
 3. Red Ball
 4. Green Ball
 5. Coily the Snake
 6. Elevators
- UI Elements
 1. Player 1 – Animated Text
 2. Score
 3. Level 1
 4. Round 1
 5. “Change To” with appropriate block and Animated Arrows
 6. Lives represented by Q*Bert Icons

Q*Bert Level is laid out with the assets and layout with proper positions.

2. GAME OVERVIEW

*Q*Bert*

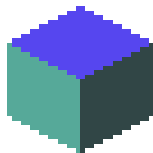
This game is the recreation of the original Q*Bert Game. The player controls Q*Bert, a strange-looking orange thing that utters curse words every time it loses, as he traverses a pyramid while avoiding enemies. The objective of each level is to change every platform on the pyramid to its appropriate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

3. Milestone 1 Content



1. Pyramid of Blocks



2. Q*Bert (art is concept, actual Q*Bert is 8-bit sprite)



3. Red Ball



4. Green Ball



5. Coily (art is concept, actual Coily is 8-bit sprite)



6. Elevators



7. UI - Player 1 (Player Text Animated)

PLAYER 1

8. UI – Score (example value)

450

9. UI – Level 1

LEVEL: 1

10. UI – Round 1

ROUND: 1

11. UI – “Change To”

CHANGE TO:

12. UI – Animated Arrows for “Change To” text



13. UI – Change to Block



14. UI – Q*Bert Lives



4. Future Milestones

- 4.1 Menu and Screen Descriptions**
- 4.2 Player Controls**
- 4.3 Pause Menu**
- 4.4 Platform Functionality**
- 4.5 Elevator Functionality**
- 4.6 Red & Green Ball Functionality**
- 4.7 Coily AI Behaviour**
- 4.8 Sound Index (*WIP*)**
- 4.9 Design Notes (*WIP*)**