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| Waynell\_17 Games |
|  |
| Dog running game |
| **[Assignment 1]** |
| Version #1.0 |
| **Waynell Lovell** |



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| September 24th 2016 |

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**Version History**

Github Link: www.github.com/WaynellLovell/COMP305-Assignment01.git

1. **Game Overview**

**Dog runner is a more dodge game. The player’s dog is limited to the screen. The background is an highway. The player must run through traffic dodging cars and drunk drivers and catch tennis balls to gain back lives.**

1. **Game Play Mechanics**

*When player get run over by car they lose lives.*

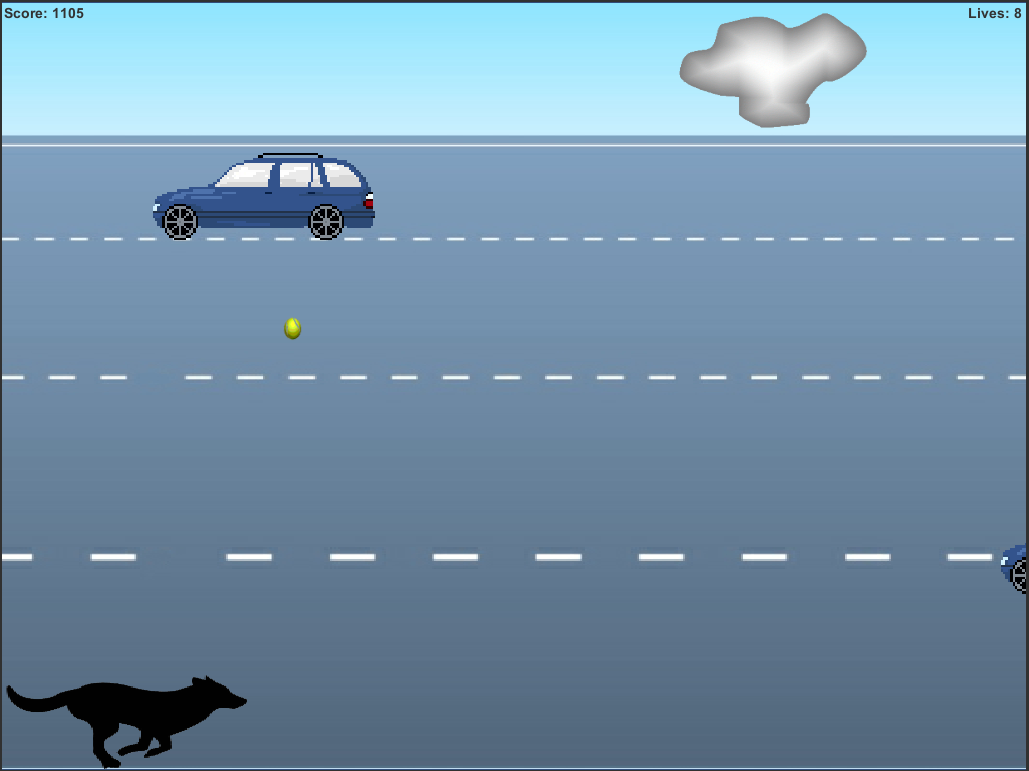
1. **Camera**

*Camera is in one position.*

1. **Controls**

*Player uses mouse.*

1. **Interface Sketch**



1. **Menu and Screen Descriptions**

Start of Game



Game Over Screen the player will press R to start over.



1. **Game World**

*High way that really needs highway patrol.*

1. **Levels**

Higher the score the more cars spawn and aggressive they spawn.

1. **Characters**

*The player’s avatar is a Dog*

1. **Enemies**

*Cars and Drunk Drivers.*

1. **Script**

Background\_Controller

Car\_Controller

Cloud\_Controller

Drunk\_Car\_Controller

Game\_Controller

Player\_Controller

Tennis\_Controller

Tennis\_Ball\_Controller

1. **Scoring**

The more the dog is running.

1. **Sound Index**

*Car\_hit*

*Dog\_Hit*

*Life\_Up*

*Dark\_Bark*

1. **Design Notes**

*Most struggling thing was figuring this stuff out.*