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| Waynell\_17 Games |
| Dog catching game |
| **[Assignment 1]** |
| Version #1.0  All work Copyright © 2012 by XX Games.  All rights reserved. |
| **Waynell Lovell** |



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| September 24th 2016 |

**Table of Contents**

**Version History**

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

1. **Game Overview**

**Dog Catcher is a simple move and catch game. The player’s dog is limited to the screen. The background is a simple back yard. The player must catch things that are interested to dogs and avoid things that are not interested to dogs.**

1. **Game Play Mechanics**

*(how does your game work?)*

1. **Camera**

*Camera is top-down.*

1. **Controls**

*Player uses arrow keys.*

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)*

1. **Game World**

*(Describe Your Game Environment)*

1. **Levels**

*Moving becomes harder the more points the player accumulate.*

1. **Characters**

*The players avatar is a Dog*

1. **Enemies**

*Cat*

1. **Script**
2. **Scoring**

When the player gets good drops.

1. **Sound Index**

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

1. **Art / Multimedia Index**

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

1. **Design Notes**

*Most struggling thing was figuring this stuff out.*