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| Time Travel Games |
| **Speed Runner 2** |
| **Keep moving or die** |
| Version #01  All work Copyright © 2012 by Time Travel Games.  All rights reserved. |
| **Aaron Fernandes** |
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| May 16th 2016 |

**Table of Contents**

Contents

[Version History 3](#_Toc465290024)

[Game Overview 4](#_Toc465290025)

[Game Play Mechanics 4](#_Toc465290026)

[Camera 4](#_Toc465290027)

[Controls 4](#_Toc465290028)

[Interface Sketch 4](#_Toc465290029)

[Game World 9](#_Toc465290030)

[Characters 9](#_Toc465290031)

[Enemies 9](#_Toc465290032)

[Items 9](#_Toc465290033)

[Scoring 9](#_Toc465290034)

[Bonuses 9](#_Toc465290035)

[Sound Index 10](#_Toc465290036)

[Art / Multimedia Index 10](#_Toc465290037)

[Future Features 10](#_Toc465290038)

# Version History

GitHub Link: <https://github.com/aagavin/platformer2D>

# Game Overview

The objective of the game is the player needs to find the missing part to his space ship before time runs out. The players space craft has crashed on a planet and a part is missing. The player needs to find the part before the oxygen runs out.

# Game Play Mechanics

The player will go through the level and avoid jumping enemies, moving enemies and falling enemies. The player will also avoid traps that will reduce the amount of time.

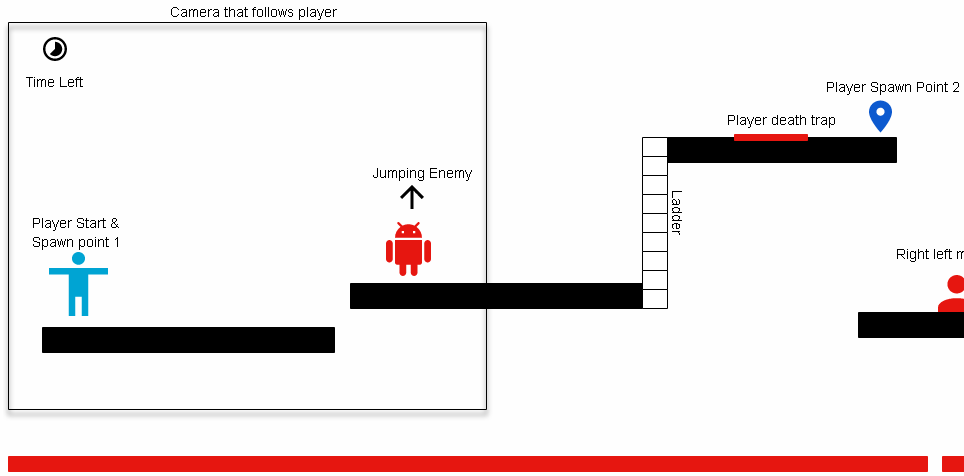
# Camera

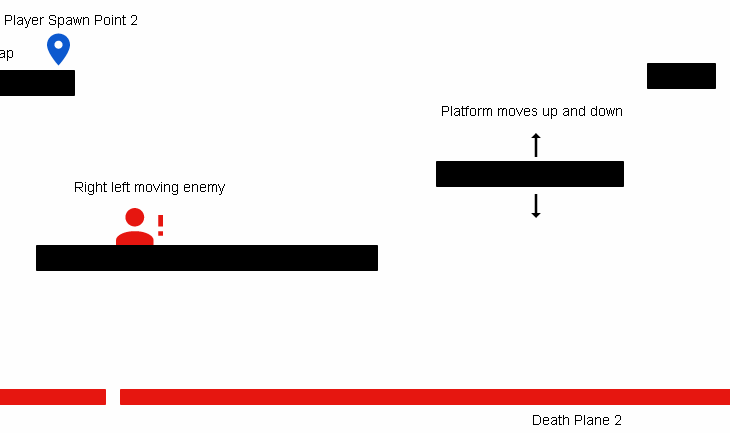
The camera is in orthographic view and will follow the player

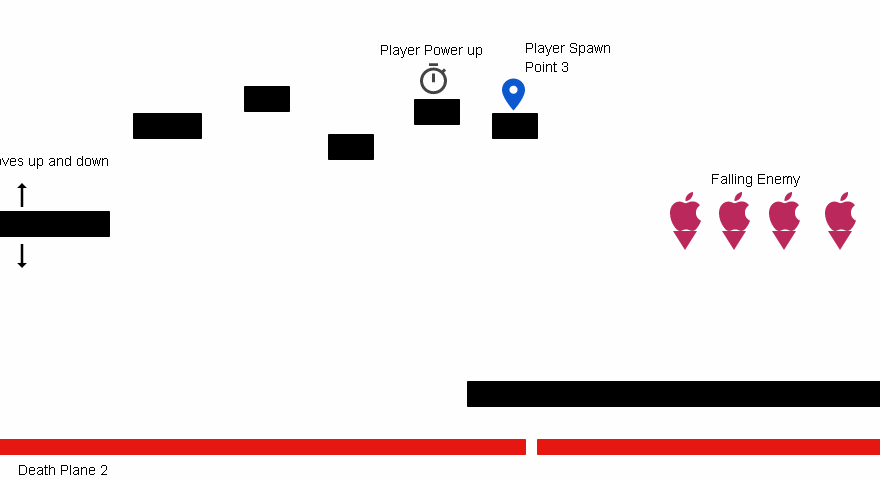
# Controls

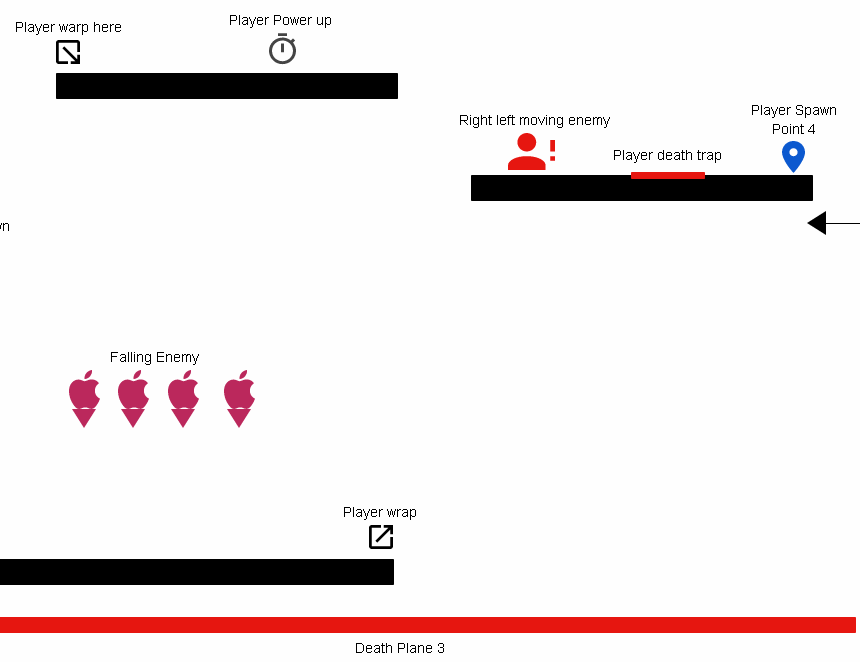
The player will use the a, and d keys to move left to right and the w to jump.

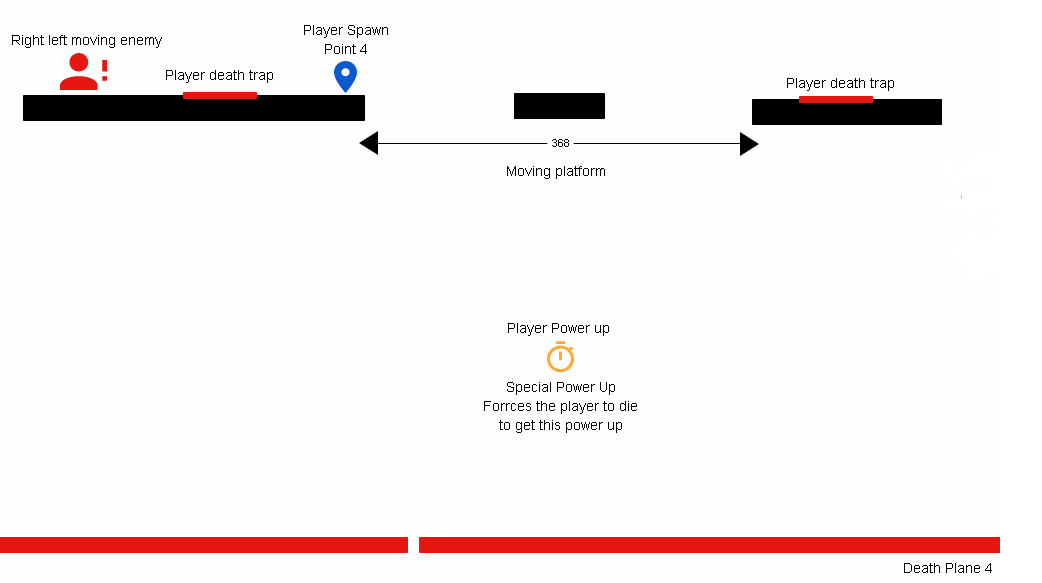
Interface Sketch*Note: This may have changed*

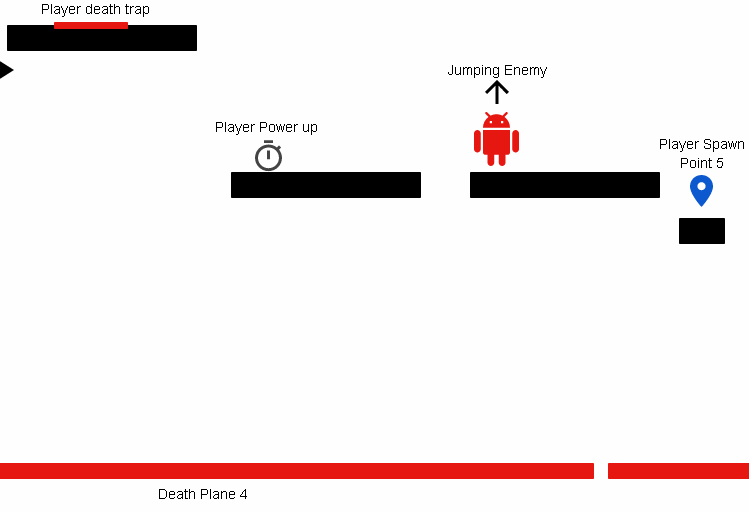


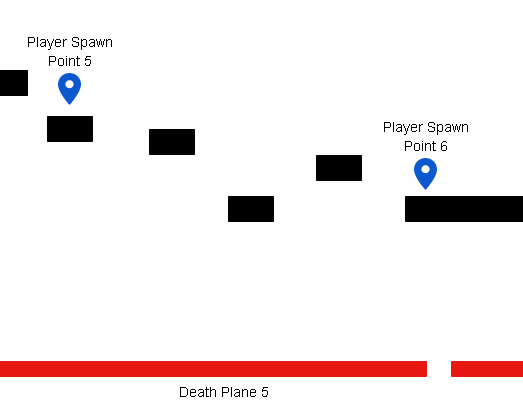


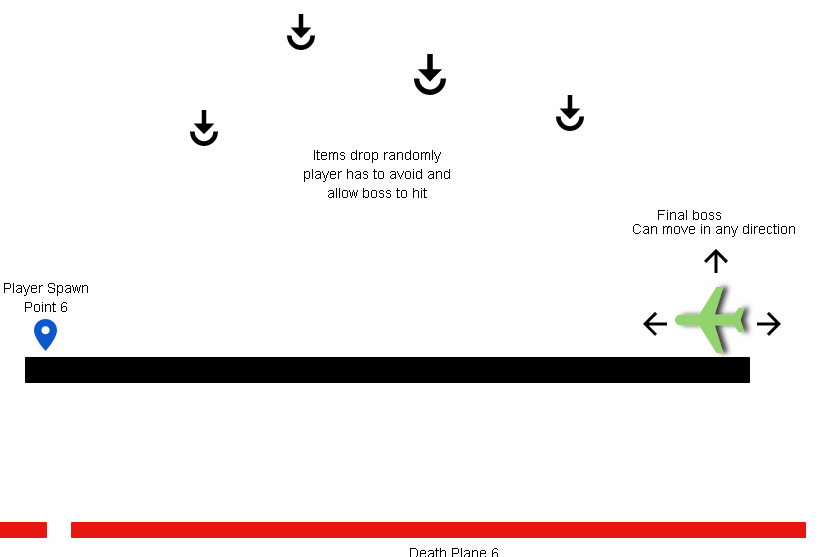












Link: <https://app.moqups.com/aagavin/YtxEOKhDZF/view?ui=0>

# Game World

*(Describe Your Game Environment)*

# Characters

The character is a space explore with a gun that doesn’t work

# Enemies

The Enemies are goblin monster what want you off their planet. They will push you over the edge to do this

# Items

The player needs to watch out for spikes and can collect time by hitting the dial.

ScoringThe player can get points by jumping on goblins heads or collecting sand dials

BonusesAdded sound trance and moving platforms

# Sound Index

|  |  |
| --- | --- |
| Sounds | Source |
| dead-enemy.wav | https://www.freesound.org/people/markb258/sounds/245807/ |
| ouch.mp3 | https://www.freesound.org/people/ecfike/sounds/154561/ |
| player-argh | https://www.freesound.org/people/SexyNakedBunny/sounds/274717/ |
| soundtrack.mp3 | http://www.bensound.com/royalty-free-music/electronica |
| tick.wav | https://www.freesound.org/people/Alexsani/sounds/117280/ |
| warp.wav | https://www.freesound.org/people/PRIM\_ORDial/sounds/326091/ |

# Art / Multimedia Index

|  |  |
| --- | --- |
| Image | Source |
| playerShip.png | <https://raw.githubusercontent.com/aagavin/sidescrollergame/master/Assignment1_AaronFernandes/Assets/Sprites/playerShip2_orange.png> |
| laser.png |  |
| Tiles | <http://opengameart.org/content/platform-tileset-nature> |
| Goblin Sprite | http://4.bp.blogspot.com/-exCHYu-USkQ/UkrrugaY0NI/AAAAAAAAABU/g3xHs4whwns/s1600/EnemySpriteSheet1.png |
| Player Sprite | https://github.com/aagavin/HTML5-Final/blob/master/Assets/images/player.png |
| signpost.png | http://media.istockphoto.com/vectors/wooden-signboard-vector-id484889070?k=6&m=484889070&s=170667a&w=0&h=r9BhmjkYD1hLLtvWJHbHvukoIGOUZjq0zTa85OsBP2g= |

# Future Features

If more time was available bullets would be added