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| stovetop games |
| Code Compiler |
| **Crowd sourcing code compiling since 1984** |
| Version #01  All work Copyright © 2012 by Stovetop Games.  All rights reserved. |
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| September 24th 2016 |

**Table of Contents**

[Your Table of Contents should go here. Make sure that your document’s sections are hyperlinked to their corresponding pages.]

**Version History**

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

1. **Game Overview**

Here are stovetop games we created a service to compile python code in the cloud. The service became so overloaded that our servers couldn’t handle it. We worked 5 ½ days straight to try and come up with a solution that would be fast and economical at the same time, until Jeff one of our engineers came up with the idea of have the code compiled trough crowdsourcing. This is where code compiler was created.

1. **Game Play Mechanics**

*(how does your game work?)*

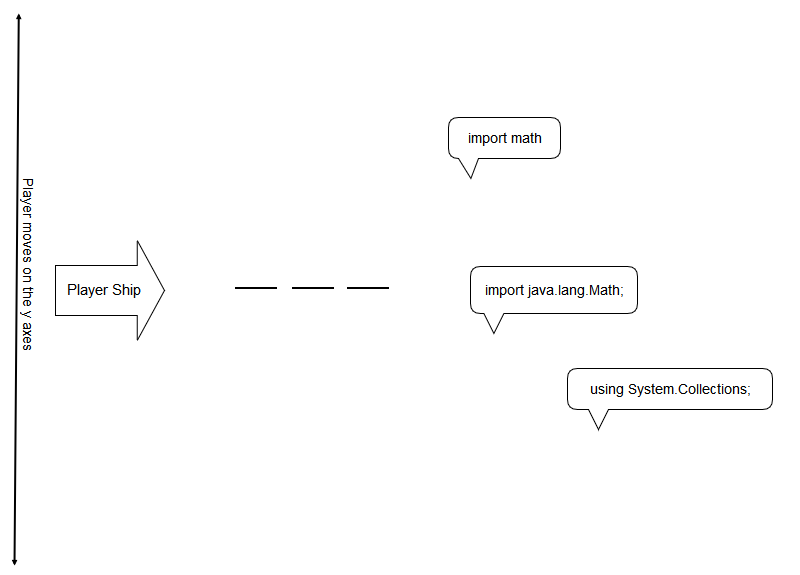
1. **Camera**

The camera is an Orthographic projection camera

1. **Controls**

The mouse will be used for both movement and player firing

1. **Interface Sketch**



1. **Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

1. **Characters**

The players avatar is a space that flies over the ocean. The player can only move up and down

1. **Enemies**

*The enemies are the*

1. **Weapons**

*(Describe any weapons available to the user)*

1. **Items**

*(Describe any in-game items that can help or hinder the user)*

1. **Script**
2. **Scoring**
3. **Sound Index**

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

1. **Story Index**

*(Outline your game story here)*

1. **Art / Multimedia Index**

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

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

*(Include any future features that are planned to be implemented)*