**NinjaStar**

**GDD**

**Author(s)**

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**Version**

**1.0.0**

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# High Concept Statement

The game is a sidescroller in which the player controls a ninja. The goal of the game is to achieve the highest possible score in the one minute given to the player. The game also makes use of a firebase database and uploads data to it.

# Story

Our ninja hero finds himself lost in a forest. In his attempt to find an escape, he is overwhelmed by strange flying enemies.

# Genre

The genre of the game is a 2d sidescroller Fighter. The theme of the game is a cartoony world.

# Gameplay

The ninja can jump, run and throw shuriken. Three types of enemies attack the player. Each has its own speed. The faster the enemy, the more points the player gets for eliminating them. The player has 60 seconds to achieve the highest possible score. The score is then uploaded to a firebase database that holds a collection of scores collected from multiple players.

# Hardware Platforms

The game is built for iOS.

# Game Controls

-Holding the left side of the screen makes the player run

-Tap the right side of the screen to jump

-Swipe to throw shuriken

# Intended Audience

Teens (Ages 13 – 18)

Mild violence and cartoony graphics.

# Development Team

Adid Nissan.

# Version Notes

The game is almost done. Networking needs some work. I need to make a proper table that can be retrieved and displayed on the device. The player will then know where they ran globally. Another Thing I need to fix is the spawn positions of the enemies and the direction that they face.