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| --- |
| Albert’s inc. games |
| BROSKI |
| Be Like Bro |
| Version 1.2  All work Copyright © 2016 by Albert’s Inc. Games.  All rights reserved. |
| **Albert Monteiro**  **Bhanu Kaplish**  **Lovepreet Ralh** |
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| --- |
| Apr 15, 2016 |

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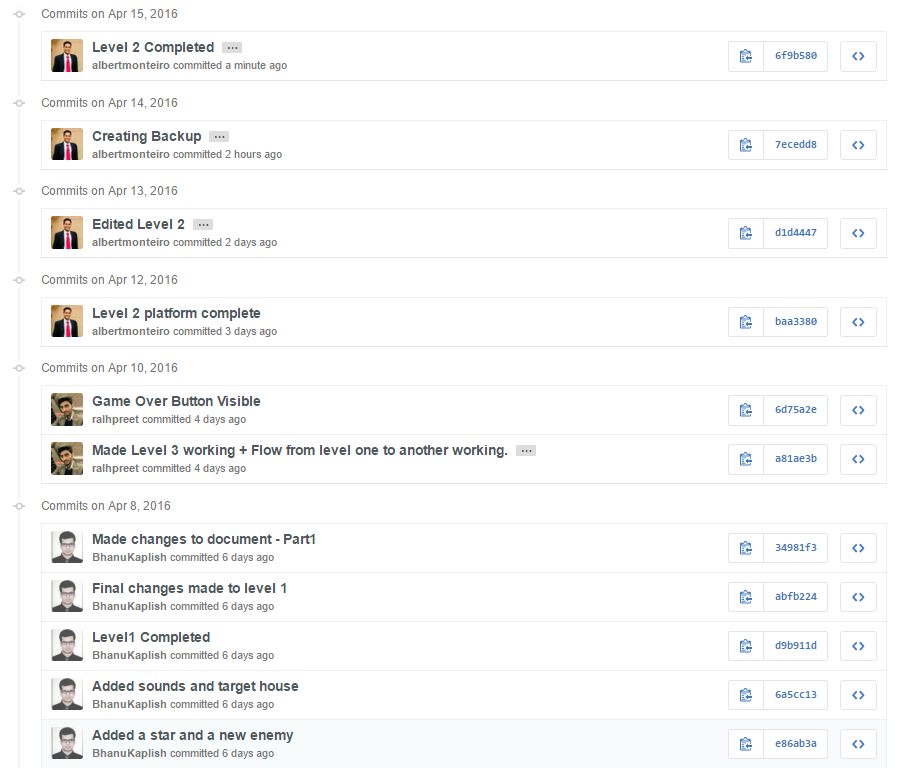
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**Version History**



1. **Game Overview**

The goal of the game is to complete each level by getting to the end point. Collect as many point elements as you can along the way and try to avoid the enemies as that will result in a loss of a life. Falling off a platform may also result in the loss of a life.

1. **Game Play Mechanics**

This is a “Platformer” styled 2D game. The game simulates basic gravity. The player must navigate through all levels to complete the game.

1. **Camera**

The camera follows the player.

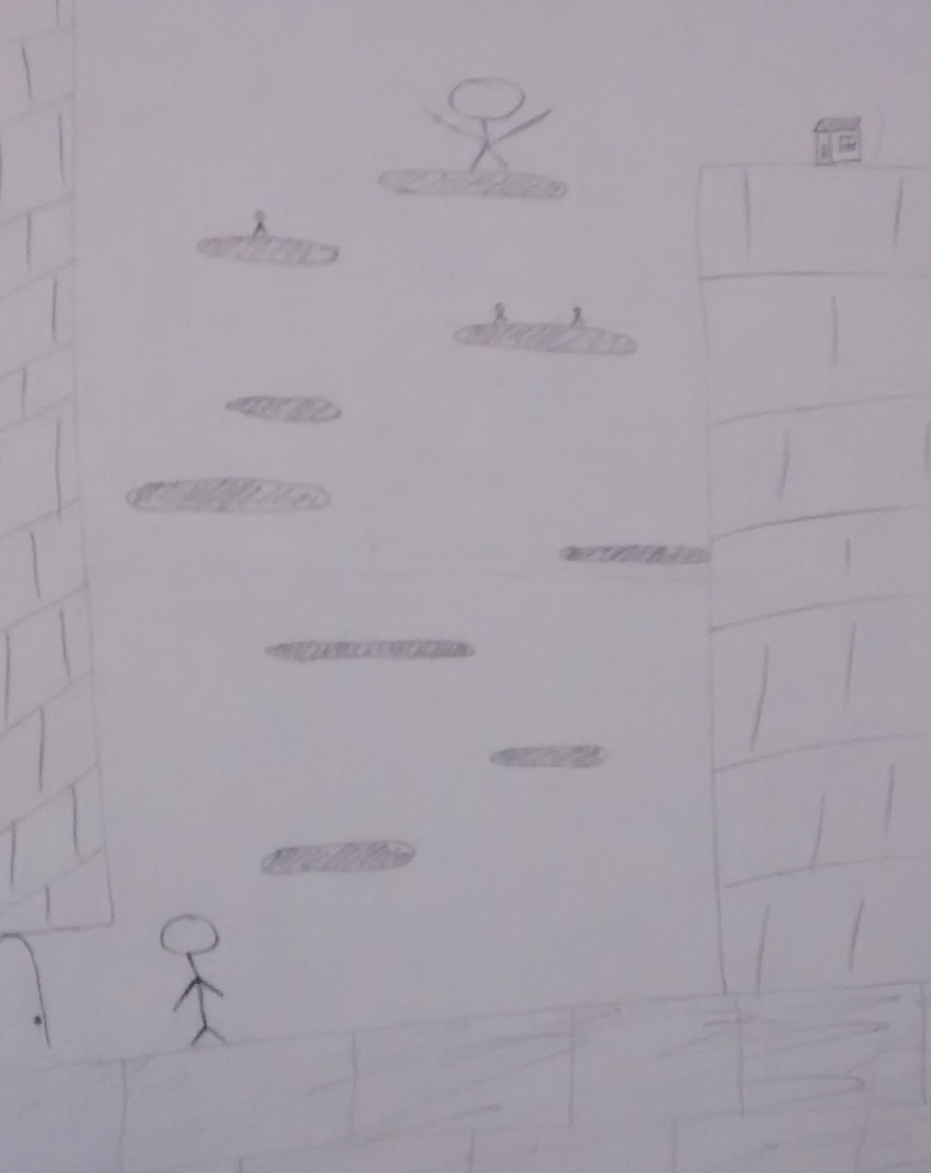
1. **Controls**

Use the mouse to click on the buttons. Use the directional keys to control and navigate the player through each level.

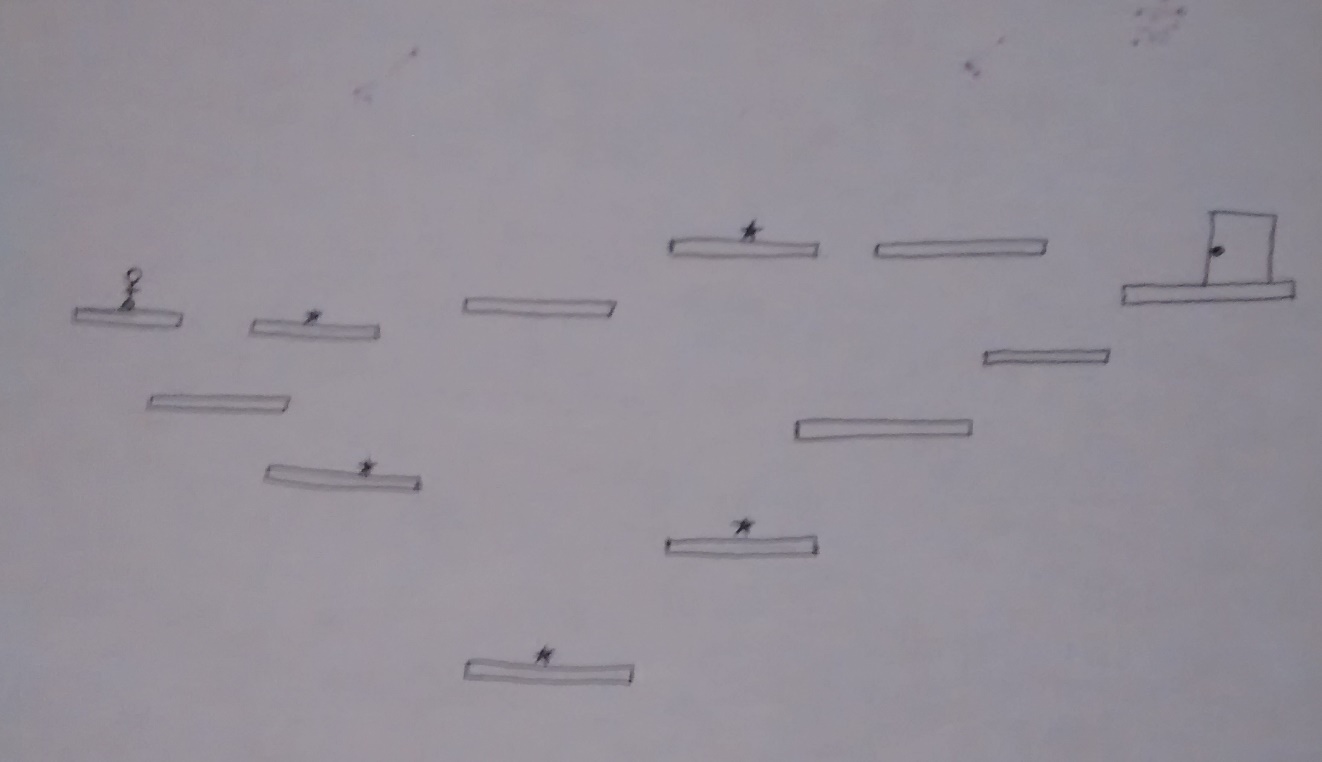
1. **Saving and Loading**

N/A

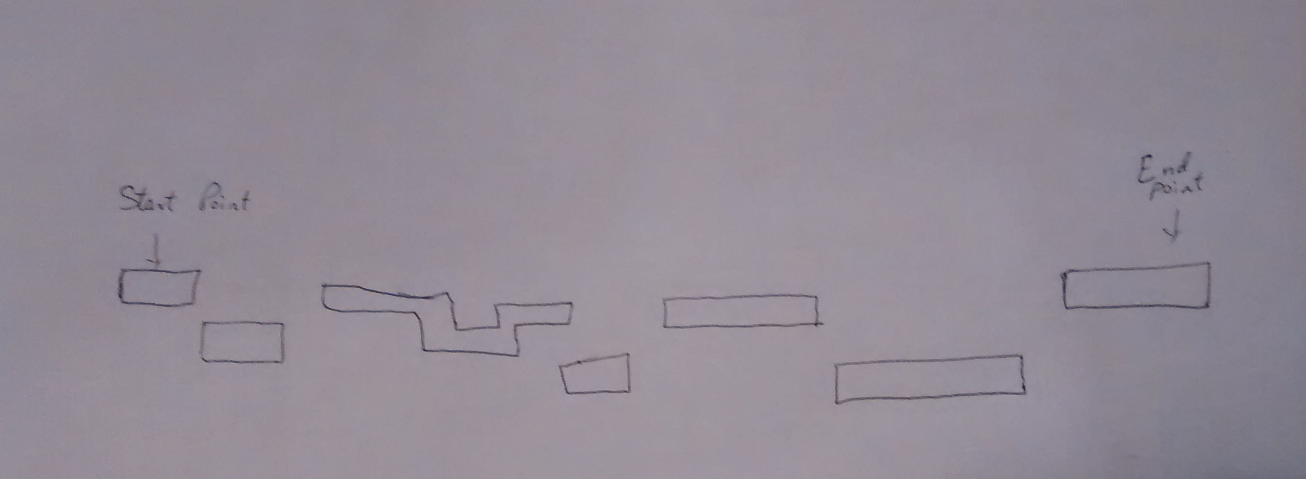
1. **Interface Sketch**



**Level 1**



**Level 2**

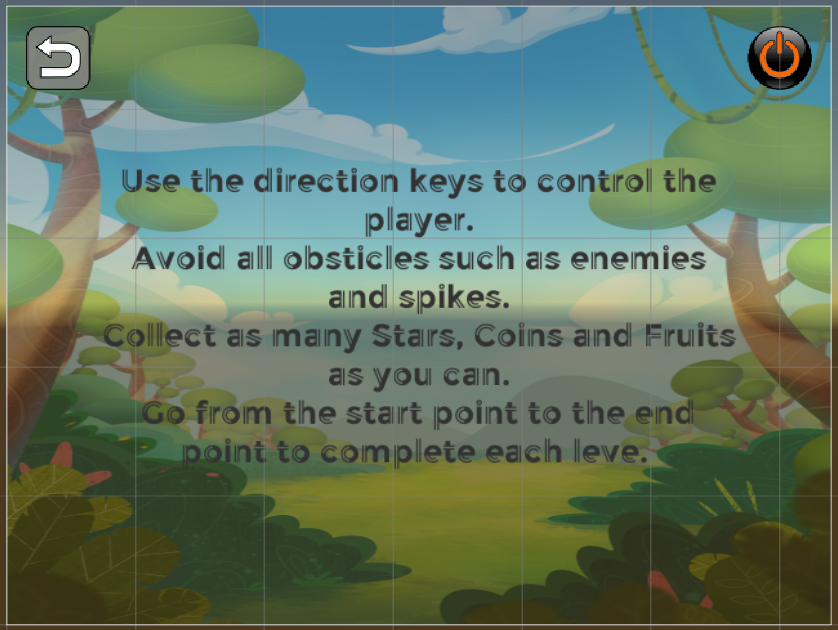
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**Level 3**

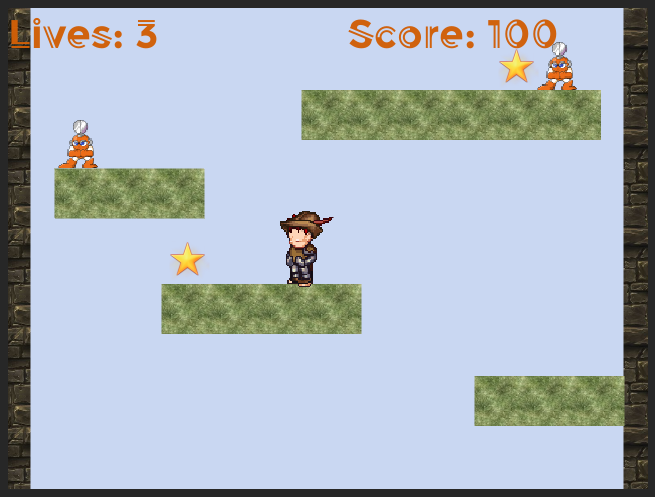
1. **Menu and Screen Descriptions**



**Menu Screen**



**Instructions Screen**



**Level 1**



**Level 2**



**Level 3**

1. **Game World**

Get to the end point to complete a level. Complete all levels to complete the game.

1. **Levels**

Level 1: Collect stars and avoid the enemy.

Level 2: Collect coins and avoid the poisonous mushrooms.

Level 3: Collect fruits and avoid the enemy.

1. **Game Progression**

The player starts at level 1 and progress to level 2 upon completion. After completing level 2 the player will enter into level 3.

1. **Characters**

The player is a kid that goes by Broski.

1. **Non-player Characters**

Stars, coins and fruits.

1. **Enemies**

Retarded Cutman, crazy poisonous mushrooms and stupid ninja.

1. **Weapons**

N/A

1. **Items**

N/A

1. **Abilities**

Move around and jump.

1. **Vehicles**

N/A

1. **Script**

This game is written in C#

1. **Scoring**

Collect the point elements in each level. Each point element is worth 100 points.

1. **Puzzles/Mini-games**

N/A

1. **Bonuses**

N/A

1. **Cheat Codes**

N/A

1. **Sound Index**

|  |  |  |
| --- | --- | --- |
| **Name** | **Author** | **Source** |
| BackgroundMusic.ogg | [Iwan](https://www.youtube.com/channel/UCGy7ppDyzQ4JX9WsSfkN6ow) Sounds and DIY | <https://www.youtube.com/watch?v=1iFlfmeHRLc&list=PL89AF58909177E482> |
| Level1GameOver.ogg | [Iwan](https://www.youtube.com/channel/UCGy7ppDyzQ4JX9WsSfkN6ow) Sounds and DIY | <https://www.youtube.com/watch?v=1iFlfmeHRLc&list=PL89AF58909177E482> |
| CutmanHurt.ogg | [Iwan](https://www.youtube.com/channel/UCGy7ppDyzQ4JX9WsSfkN6ow) Sounds and DIY | <https://www.youtube.com/watch?v=1iFlfmeHRLc&list=PL89AF58909177E482> |
| Star.ogg | [Iwan](https://www.youtube.com/channel/UCGy7ppDyzQ4JX9WsSfkN6ow) Sounds and DIY | <https://www.youtube.com/watch?v=1iFlfmeHRLc&list=PL89AF58909177E482> |
| Level2BackgroundMusic | [Iwan](https://www.youtube.com/channel/UCGy7ppDyzQ4JX9WsSfkN6ow) Sounds and DIY | <https://www.youtube.com/watch?v=1iFlfmeHRLc&list=PL89AF58909177E482> |

1. **Story Index**

Broski is the coolest kid on the block and he’s always up for a challenge. His friends dare him to enter this block that no one dares enter. He enters the block and now he cannot turn back. The only exit is at the other end but he must go through all the obstacles to get to the other end and escape from this place.

1. **Art / Multimedia Index**

|  |  |  |
| --- | --- | --- |
| **Name** | **Image Preview** | **Source** |
| House | pokemon_house | <http://www.pokethebear.net/home.php?port=tile3> |
| Platform | Platform | <http://www.sbssa.org/awards> |
| Background | background2 | <http://www.xnadevelopment.com/sprites/> |
| Platform | SmallerPlatform | <http://www.pokethebear.net/home.php?port=tile3> |
| Walls | side_wall | <http://www.sbssa.org/awards> |
| Back Button | C:\Users\Albert\Documents\GitHub\COMP305-Project\Assets\Sprites\backButton.png | <http://www.pokethebear.net/home.php?port=tile3> |
| Instructions Button | C:\Users\Albert\Documents\GitHub\COMP305-Project\Assets\Sprites\instructionsButton.png | <http://authenticcareservices.com/> |
| Play Button | C:\Users\Albert\Documents\GitHub\COMP305-Project\Assets\Sprites\playButton.png | <http://www.xnadevelopment.com/sprites/> |
| Power Button | C:\Users\Albert\Documents\GitHub\COMP305-Project\Assets\Sprites\powerButton.png | <http://www.pokethebear.net/home.php?port=tile3> |
| Cloud | C:\Users\Albert\Documents\GitHub\COMP305-Project\Assets\Sprites\albert\cloud\cloud1.png | <https://plus.google.com/118382161358216069735/about> |
| Level 2 sprite sheet | C:\Users\Albert\Documents\GitHub\COMP305-Project\Assets\Sprites\albert\platform\original asset sheet.jpg | <http://www.pokethebear.net/home.php?port=tile3> |
| Coin | C:\Users\Albert\Documents\GitHub\COMP305-Project\Assets\Sprites\albert\platform\CoinSpriteSheet.png | <http://www.sbssa.org/awards> |

1. **Design Notes**

N/A

1. **Future Features**

TBD

1. **Links**

Github: <https://github.com/albertmonteiro/COMP305-Project>