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| Albert’s inc. games |
| Bob |
| Adventure Island |
| Version 1.0  All work Copyright © 2012 by Albert’s Inc. Games.  All rights reserved. |
| **Albert Monteiro**  **Anant Prajapati**  **Aakash Oza** |
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| Apr 04, 2016 |

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**Version History**



1. **Game Overview**

*(ensure you mention the goal of the game and how to win if applicable)*

1. **Game Play Mechanics**
2. **Camera**
3. **Controls**

*(Which keys does your game use? Does it use the mouse or a joystick?)*

1. **Saving and Loading**

*(Does your game include saving and loading? When? How?)*

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**

*(Describe Each of your game levels)*

1. **Game Progression**
2. **Characters**

*(Describe Your game avatar if applicable)*

1. **Non-player Characters**

(Describe Any Computer controlled Allies and how they work)

1. **Enemies**

*(Describe computer-generated enemies and boss monsters)*

1. **Weapons**

*(Describe any weapons available to the user)*

1. **Items**

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

1. **Abilities**
2. **Vehicles**
3. **Script**
4. **Scoring**
5. **Puzzles/Mini-games**
6. **Bonuses**
7. **Cheat Codes**
8. **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)*

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| --- | --- | --- |
| **Name** | **Image Preview** | **Source** |
|  |  |  |

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

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

1. **Links**

* Github: <https://github.com/albertmonteiro/COMP397-bob>
* Azure: <http://comp397-bob.azurewebsites.net/>