|  |
| --- |
| Albert’s inc. games |
| Burning Tires |
|  |
| Version 1.0  All work Copyright © 2012 by Albert’s Inc. Games.  All rights reserved. |
| **Albert Monteiro**  **Anant Prajapati**  **Aakash Oza** |
|  |



|  |
| --- |
| Apr 04, 2016 |

**Table of Contents**

[Version History…………………………………………………………………………………………………………………………](#VersionHistory)4

[Game Overview…………………………………………………………………………………………………………………………4](file:///C:\Users\Albert\Desktop\Semester%206\COMP%20305%20-%20Game%20Programming%201\External%20Game%20Document%20-%20Template.docx#GameOverview)

[Game Play Mechanics……………………………………………………………………………………………………………….4](#GamePlayMechanics)

[Camera……………..………………………………………………………………………………………………………………………5](#Controls)

[Controls…………………………………………………………………………………………………………………….………………5](#Controls)

[Saving and Loading……………………………………………………………………………………………………………………5](#Controls)

[Interface Sketch………………………………………………………………………………………………………………………..5](#InterfaceSketch)

[Menu and Screen Description…………………………………………………………………………………………………..5](#MenuAndScreenDescription)

[Game World……………………………………………………………………………………………………………………………..5](#GameWorld)

[Levels………………………………………………………………………………………………………………………………………..5](#Levels)

[Game Progression…………………………………………………………………………….………………………………………6](#GameProgression)

[Characters………………………………………………………………………………………………………………………………..6](#Characters)

[Non-player Characters……………………………………………………………………………………………………………..6](#NonPlayerCharacters)

[Enemies……………………………………………………………………………………………………………………………………6](#Enemies)

[Weapons………………………………………………………………………………………………………………………………….6](#Weapons)

[Items…………………………………………………………………………………………………………………………….………….6](#Items)

[Abilities…………………………………………………………………………………….………………………………………………6](#Abilities)

[Vehicles……………………………………………………………………………………….……………………………………………6](#Vehicles)

[Script……….………………………………………………………………………………….……………………………………………6](#Script)

[Scoring…….………………………………………………………………………………….……………………………………………6](#Scoring)

[Puzzles/Mini-games………………………………………………………………………………….………………………………](#PuzzlesMiniGames)7

[Bonuses…..………………………………………………………………………………….……………………………………………](#Bonuses)7

[Cheat Codes……………….……………………………………………………………….……………………………………………](#CheatCodes)7

[Sound Index……………………………………………………………………………………………………………………………..7](#SoundIndex)

[Story Index……………………………………………………………………………………………………………………………….7](#StoryIndex)

[Art/Multimedia Index………………………………………………………………….……………………………………………](#ArtMultimediaIndex)7

[Design Notes……………………………………………………………………………….……………………………………………](#DesignNotes)7

[Future Features…………………………………………………………………………………………………………………………7](#FutureFeatures)

[Links………………………………………………………………………………………………….………….…………………………..7](#Links)

**Version History**



1. **Game Overview**

*Burning tires*

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**

*Menu page has a GO button to play the game, also includes Instructions button, temporary Level buttons for testing purpose.*

**

1. **Game World**

*(Describe Your Game Environment)*

1. **Levels**

*(Describe Each of your game levels)*

*Level 1.*

*Level 2.*

*Level 3.*

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)*

|  |  |  |
| --- | --- | --- |
| **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/>