Kitman

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Introduction

The current document will provide information such as target audience, the platform, the genre, the core gameplay, the visual style, and characters and storyline

Game Design Document

Horrible Game

(Preparation of Final Business Case)

Assignment 1

Due Date: 1/6/2015

[GaME OVERVIEW 1](#_Toc418445043)

[Menu Details 1](#_Toc418445044)

[Buttons 1](#_Toc418445045)

[Level Details 2](#_Toc418445046)

[Player 2](#_Toc418445047)

[Object 2](#_Toc418445048)

[SCENE 2](#_Toc418445049)

[HARDWARE Requirements 3](#_Toc418445050)

[Desktop 4](#_Toc418445051)

[Android 4](#_Toc418445052)

# GaME OVERVIEW

## wORKING tITLE

Horrible Game

## GENRE

Arcade

## Audience

Half brick studio

## Story

Horrible game is a game that can combine angry bird, Fish out of Water, Angry Bird and Fruit Ninja, and your goal is to destroy as much object as you The Game first stared by picking up a fish and then would need to throw the fish and inside the fish there is a bomb, your mission is to cut fish so it can trigger the bomb inside the fish after that the bomb will be explode, The image from below will explain the process:

# Menu Details

## Buttons

For the Menu we will have the following buttons:

* **Start**
* **Exit**

|  |
| --- |
| V1 (Mock-up design) |
| C:\Users\Kitman\Google Drive\School\==CIT==\2015_Preparation of Final Business Case\Main Assigment\Menu.png  **Description and metrics**  The player should be able use the finger to press start and exit |
| V2 (Filled in at 31/6/2015) |
| **Description and metrics**  (Color would be provided)  (Shape would be provided)  (Location would be provided) |

# Level Details

## Player

|  |
| --- |
| V1(Filled in at 31/6/2015) |
| **Description and metrics**  The player should be able to use their finger and drag the charthers  If the player is touching a range larger than 20 between the player not will happen in the game |

## Object

|  |
| --- |
| V1(Filled in at 31/6/2015) |
| **Description and metrics**  The objects should be able to destroy  After the object been destroy the score should increase |

## SCENE AND Environments

|  |
| --- |
| V1(Filled in at 31/6/2015) |
| C:\Users\Kitman\Google Drive\School\==CIT==\2015_Preparation of Final Business Case\Main Assigment\Game.png |
| V2 (Filled in at 31/6/2015) |
|  |

# SOUND

<https://zh.scribd.com/doc/5402045/The-Design-Document-Justin-Kelly>

<http://zh.scribd.com/doc/34994424/Viral-Light-Interactive-GDD>

<http://zh.scribd.com/doc/2056160/KiloKiloFoxtrot-FINAL>

<https://github.com/GameDesign/Zero/wiki/Technical-Design-Document>

<https://books.google.com.au/books?id=tGePP1Nu_P8C&pg=PA309&lpg=PA309&dq=game+design+document+AND+%22goal%22&source=bl&ots=TZhM0Ixizr&sig=ICzO04Jn-p8oGTNdNLebk4XDJGg&hl=en&sa=X&ei=_XRgVfOQEMeC8gXfsoHoCg&ved=0CDwQ6AEwBg#v=onepage&q=game%20design%20document%20AND%20%22goal%22&f=false>

<https://github.com/GameDesign/Zero/wiki/Technical-Design-Document>