Game Design Document

COMP3064 – Game Development

Team DNS

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# Name and Description

# Backstory

# Screen Layout

# UI Flow Diagram

# Assets

|  |  |
| --- | --- |
| Image Thumbnail | Description |
|  | The background for level 1.  A sunny city backdrop. |
|  | The background for level 2.  A dark, rainy city backdrop. |
|  | The atlas for the Teacher representing the Player. |
|  | An enemy/ obstacle for the Player to avoid.  A blue car. |
|  | An enemy/ obstacle for the Player to avoid.  A city bus. |
|  | An obstacle for the Player to avoid. Falls from the sky in level 2.  Water droplet animation. |

# Game Mechanics

* If the Up Arrow is pressed, the Player jumps.
* If the Right Arrow is pressed, the Player moves to the right of the screen (forward)
* If the Left Arrow is pressed, the Player moves to the left of the screen (backward)
* If the Down Arrow is pressed --? Crouch???
* If the W is pressed on Level 2: ?
* If the A is pressed on Level 2: ?
* If the S is pressed on Level 2: ?
* If the D is pressed on Level 2: ?