Game Design Document

COMP3064 – Game Development

Team DNS

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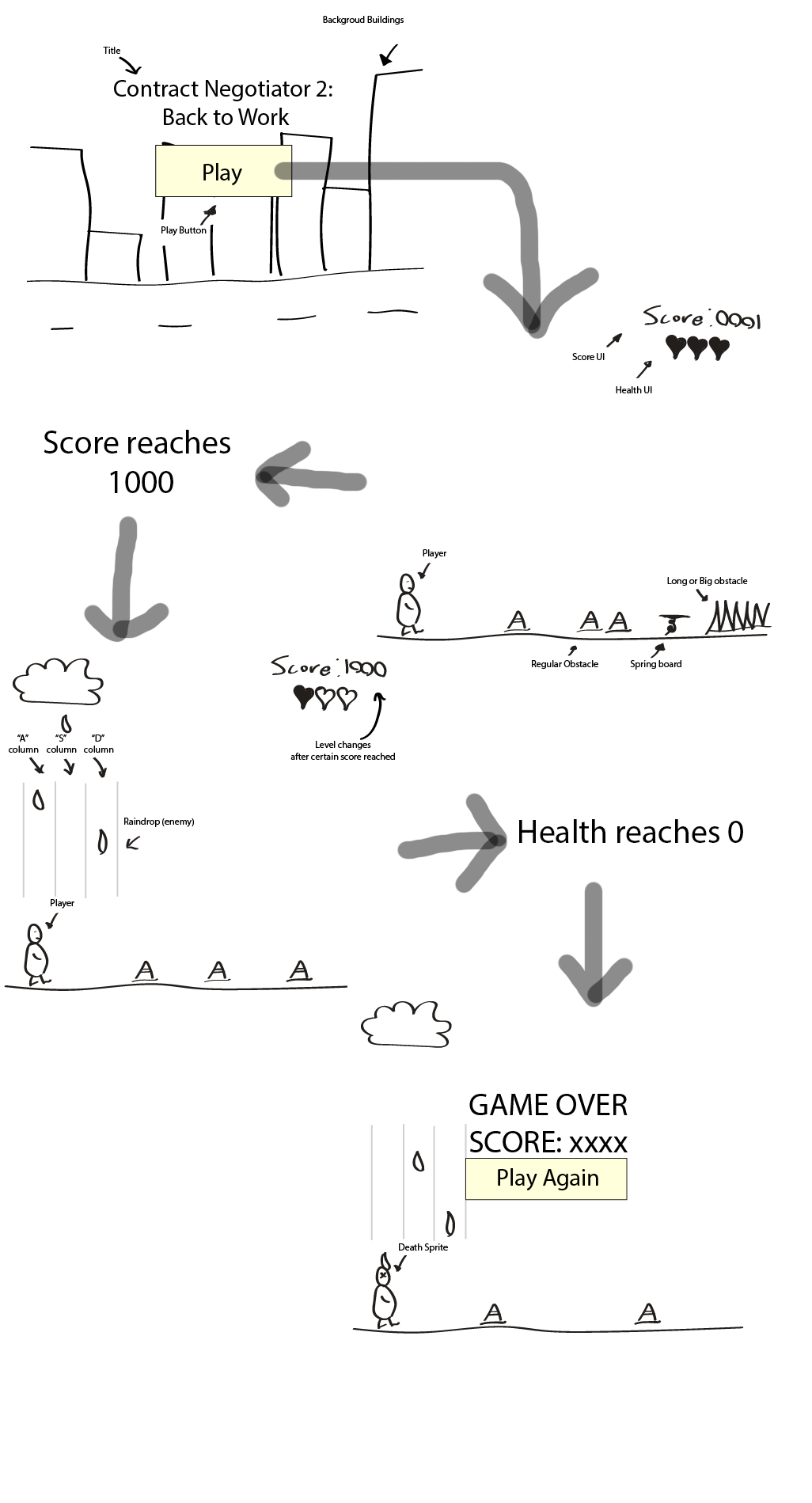
# Name and Description

# Backstory

# Screen Layout

|  |  |
| --- | --- |
| Image Thumbnail | Description |
|  | Menu Screen (Entry Point) |
|  | First Sequence |
|  | Second Sequence |
|  | Game Over |

# 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

* Up Arrow press: the Player jumps.
* Right Arrow press: the Player moves to the right of the screen (forward)
* Left Arrow is press: the Player moves to the left of the screen (backward)
* Space Button press: the Player jumps
* A Key Press on Level 2: the Player dodges raindrop by moving to the first segment of screen
* S Key Press on Level 2: the Player dodges raindrop by moving to the second segment of screen
* D Key Press on Level 2: the Player dodges raindrop by moving to the third segment of screen