Witch Game Redux (working title)

CSCI 438 Final Project Game Design Document

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# Goal

Using the previous “Witch game” project as a guide, build a similar, Star-fox like game from the ground up.

# Overview

The previous game was a Star-fox like game about a Witch banishing monsters. I intend to improve the game using the lessons I learned from developing the previous project. First, I plan to improve my development workflow and organization. The game will take full advantage of version-control using GitHub. It will also have a cleaner directory organization. This will help streamline development of the game. Additionally, I intend to improve the organization of the node structure within the game itself. In the previous build of this game,

# Game Description

The game is star-fox like (section in progress).

# Game Assets

The game will combine assets from the previous build with new assets that will make the game more interesting and enjoyable.

## From Previous

(section in progress)

## New Assets

(section in progress)

# UI

(section in progress)

# Game Object Mechanics

(in progress)

# States and Transitions

(in progress)

# Milestones

(in progress)