VENOM STUDIOS

ZERO TRIGGER

[ARCADE GAME]

Version #1.0

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May 16th 2012

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Version History

https://github.com/antoNanahJi/Android_SideScrolling_Game

I. Game Overview

Zero Trigger is a side scrolling/action game. The goal is yet to be determined.

II. Game Play Mechanics

Action platformer with feature to jump and run through the level. Ideas: endless runner, megaman oriented, mario oriented.

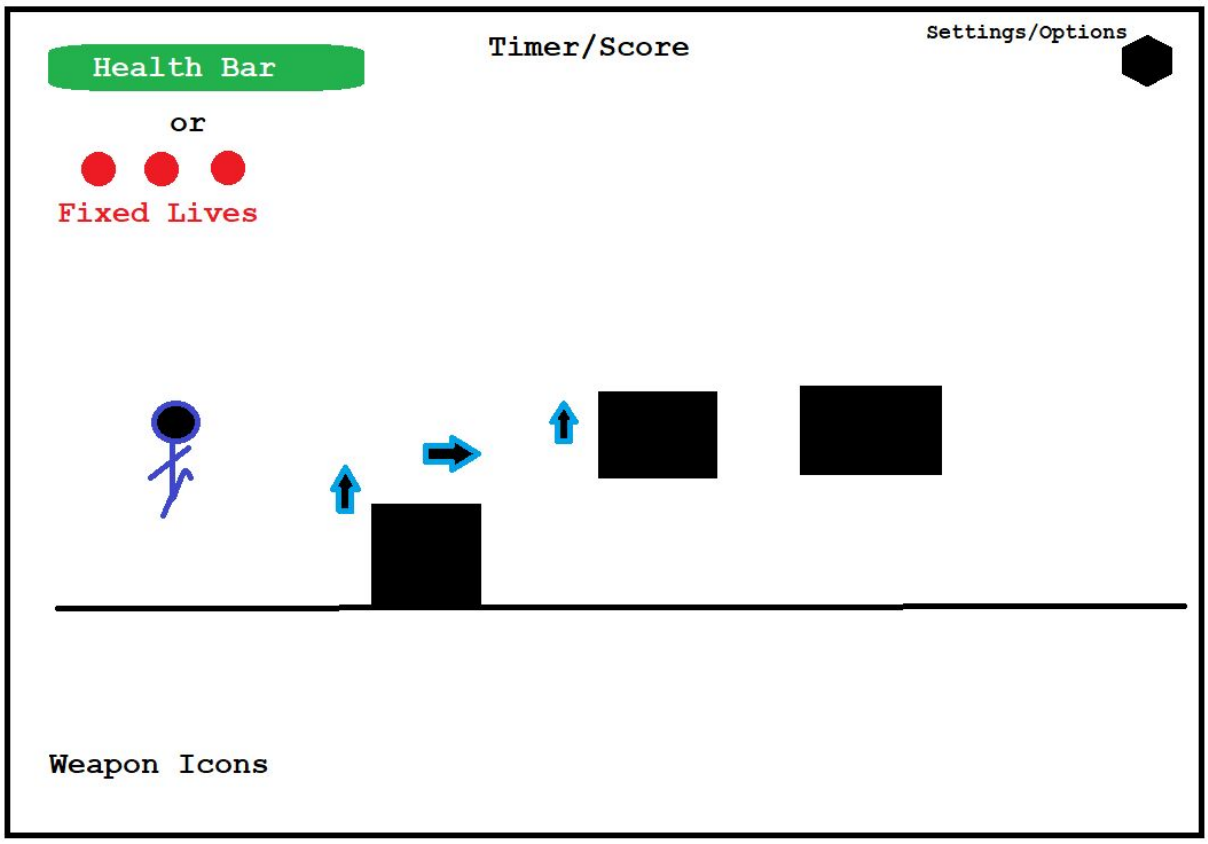
III. **Camera**

2D

IV. Controls

Touch input on mobile. There are different buttons on the screen to move, jump and fire.

V. Interface Sketch



VI. Menu and Screen Descriptions

a. Menu will contain simple options: music toggle, quit game.

VII. Game World

the game world background is a tall forest of green trees. While player plays on flat plain faced with numerous obstacles.

VIII. Levels

Platform base level.

IX. Game Progression

The player must reach and defeat the final boss.

X. Character

a. Main character will have a futuristic battle suit.
b. Will be able to yield 2 weapons
c. Health bar or fixed life system

XI. Enemies

Simple enemy walks around and causes damage to the player, an enemy chase the player and a final boss attacks the player.

XII. Weapons

a. Gun
b. Sword

XIII. Abilities

Players weapon does double damaging when player pics a power up

XIV. Scoring

There are coins/diamonds to collect and increase score.

XV. Cheat Codes

Difficulty set up option.

XVI. Sound Index

Background music, enemy kill, power up, firing, start screen……

XVII. Art / Multimedia Index

(Include an index of all your graphic and video assets here)

XVIII. Design Notes

(Include additional design notes here)

XIX. Future Features

Adding second Level.