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| VENOM STUDIOS |
| ZERO TRIGGER |
| **[ARCADE GAME]**    **Insert a Company Logo here** |
| Version #1.0  All work Copyright © 2012 by XX Games.  All rights reserved. |
|  |
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**Table of Contents**

Version History 4

Game Overview, Game Play Mechanism 5

Camera, Controls 5

Interface Sketch, Menu and Screen Descriptions 5

Game World, Level, Game Progression 5

Character, Enemies 5

Weapons, Abilities, Scoring 6

Cheat Codes, Sound Index 6

Art/Multimedia Index, Design Notes 6

Future Features 6

**Version History**

<https://github.com/antoNanahJi/Android_SideScrolling_Game>

1. **Game Overview**

*Zero Trigger is a side scrolling game like Mario Game. The goal is to defeat the final bass to get the key and move to the next level.*

1. **Game Play Mechanics**

*Action platformer with feature to jump and run through the level, while interacting with different enemies to reach the final boss.*

1. **Camera**

*2D*

1. **Controls**

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

1. **Interface Sketch**

*(What does the game interface look like? Provide a screen shot or sketch)*

1. **Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

1. **Game World**

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

1. **Levels**

*Platform base level.*

1. **Game Progression**

*The player must reach and defeat the final boss.*

1. **Character**
2. **Enemies**

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

1. **Weapons**

*Fire Ball*

1. **Abilities**

*Players weapon does double damaging when player pics a power up*

1. **Scoring**

*There are coins to collect and increase score.*

1. **Cheat Codes**

*Difficulty set up option.*

1. **Sound Index**

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

1. **Art / Multimedia Index**

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

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

*Adding second Level.*