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| Brams game studio |
| ASTRONAUT SURVIVAL |
| **[Assignment 2]** |
| Version #XX  All work Copyright © 2012 by XX Games.  All rights reserved. |
| **[Hubert Osifo]** |
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| Oct 26th 2016 |

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**Version History**

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

# Game Overview

*the goal of the game is for players to jump over platforms and destroy every barriers(enemies) to advance to the next platform*

# Controls

W – Move forward

S - Move backward

Mouse click – Shoot or Fire

# Interface Sketch

# Menu and Screen Descriptions

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

# Characters

*An Astronaut*

# Enemies

*Space turrets*

# Vehicles

**Rockets**

# Scoring

**No score**

# Sound Index

**No sound**

# Art / Multimedia Index

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