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| Poka Gamers |
| Firing Trainer |
| **3D GAME** |
| Version #01  All work Copyright © 2016 by Poka Gamers.  All rights reserved. |
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| March 11th 2016 |

Table of Contents

[Version History 3](#_Toc444552276)

[Game Overview 4](#_Toc444552277)

[Game Play Mechanics 4](#_Toc444552278)

[Camera 4](#_Toc444552279)

[Controls 4](#_Toc444552280)

[Saving and Loading 4](#_Toc444552281)

[Interface Sketch 5](#_Toc444552282)

[Menu and Screen Descriptions 6](#_Toc444552283)

[Game World 7](#_Toc444552284)

[Levels 7](#_Toc444552285)

[Characters 7](#_Toc444552286)

[Enemies 7](#_Toc444552287)

[Items 8](#_Toc444552288)

[Script 8](#_Toc444552289)

[Scoring 8](#_Toc444552290)

[Sound Index 9](#_Toc444552291)

[Art / Multimedia Index 10](#_Toc444552292)

[Future Features 11](#_Toc444552293)

# Version History

This is the version 1 of this game.

# Game Overview

*M16 Rifel is the player. The goal of the game is to shoot all the targets and maintaining the lives before the timer ends.*

# Game Play Mechanics

*If the player falls down from the plane, he looses his life. By shooting on the targets he gains 100 points. On timer end the game is ended.*

# Camera

*There is a Gun that follows the rifel.*

# Controls

*Left arrow / ‘a’ key – to move left*

*Right arrow / ‘d’ key – to move right*

*Up arrow / ’w’ key – to move up*

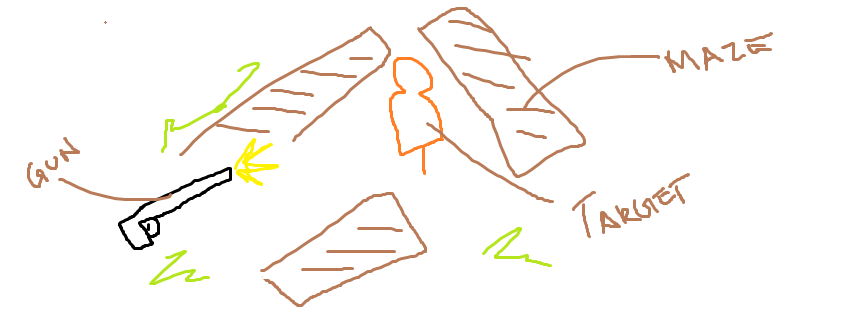
*Down arrow / ‘s’ key – to move down*

*Click - Shoot*

# Saving and Loading

*Game doesn’t include saving and loading*

# Interface Sketch



# Menu and Screen Descriptions

# Game World

*The environment consists of maze. The walls and rooftop of the maze are concrete.*

# Levels

*A single level same with the goal to reach the door. The next version will include additional levels with increased difficulty.*

# Characters:

Player:

# Items

Target

# Scoring

*The player gets 100 points for shooting at the targets*

*The player looses a life falling off the maze.*

*He loses if all his bullets are over.*

# Sound Index

|  |  |  |
| --- | --- | --- |
| *Index* | *Name* | *Description* |
| *1* | *fall* | *Fall sound* |
| *2* | *track* | *track* |

# Art / Multimedia Index

|  |  |  |  |
| --- | --- | --- | --- |
| *Index* | *Name* | *Type* | *Description* |
| *1* | *M16 Rifel* | *3D sprite* | *Player* |
| *2* | *Target* | *3D sprite* | *Gun Targets* |
| *3* | *Maze* | *3D sprite* | *Maze* |

# Future Features