|  |
| --- |
| CG GAMES |
| Assignment 2 – Monkey Ape |
| **[ 2D Platformer]** |
| Version #XX  All work Copyright © 2016 by CG Games.  All rights reserved. |
| **[Christopher Gelinas 300844877]** |
|  |



|  |
| --- |
| October 21 2016 |

**Table of Contents**

**Contents**

[Game Overview](#_gjdgxs)

[Game Play Mechanics](#_30j0zll)

[Camera](#_1fob9te)

[Controls](#_3znysh7)

[Interface Sketch](#_2et92p0)

[Screen Descriptions](#_tyjcwt)

[Game World](#_3dy6vkm)

[Characters](#_1t3h5sf)

[Non-player Characters](#_2s8eyo1)

[Enemies](#_17dp8vu)

[Weapons](#_3rdcrjn)

[Script Assets](#_26in1rg)

[Scoring](#_lnxbz9)

[Sound Index](#_35nkun2)

[Story Index](#_1ksv4uv)

[Art / Multimedia Index](#_44sinio)

[Future Features](#_2jxsxqh)

# Game Overview

*Player assumes the role of Sasquatch amid a zombie outbreak. Sasquatch must avoid the zombies and attack any hostile hunters. Sasquatch’s goal is to eat as many hunters as possible while staying clear of zombies to avoid death.*

# Game Play Mechanics

*The screen continuously scrolls ahead horizontally, the player can move forward, backward, and jump using the arrow keys. The player should flee from incoming zombies, and attack hunters before they leave the screen. The amount of hunters eaten by Sasquatch is displayed as the player score.*

# Camera

*2D eye level point of view.*

# Controls

*The player uses the keyboard’s directional keys to move forward, backward, and jump.*

# Interface Sketch

# Screen Descriptions

# Game World

*2D environment with jungle theme, game takes place during a zombie outbreak and both the player and hunters will avoid zombies, the screen scrolls forward continuously to imitate swimming forward.*

# Characters

*Sasquatch*

# Non-player Characters

# Enemies

Zombies

Hunters

# Weapons

# Script Assets

# Scoring

# Sound Index

# Story Index

# Art / Multimedia Index

# Future Features