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| CGH GAMES, A DIVISION OF CGH TECHNOLOGIES, INC. |
| Doodle Ship! |
| **A side-scrolling shooter** |
| Version #1  All work Copyright © 2013 by CH Games.  All rights reserved. |
| **Clay Holmes** |
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| August 5th 2013 |

**Table of Contents**

[Your Table of Contents should go here. Make sure that your document’s sections are hyperlinked to their corresponding pages.]

**Version History**

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

1. **Game Overview**

*(ensure you mention the goal of the game and how to win if applicable)*

1. **Game Play Mechanics**

*(how does your game work?)*

1. **Camera**

*Side-scroller, side view.*

1. **Controls**

*(Which keys does your game use? Does it use the mouse or a joystick?)*

1. **Interface Sketch**

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

1. **Menu and Screen Descriptions**

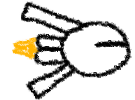
*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

1. **Game World**

*(Describe Your Game Environment)*

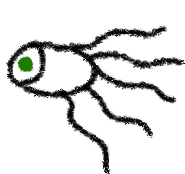
1. **Levels**

*(Describe Each of your game levels)*

1. **Game Progression**
2. ****Characters**

*This is the player’s Ship. It has a hull-strength of 6 and can fire energy balls at enemies. It has fast maneuverability to avoid quick enemies like the Crunchers.*

1. **Enemies**

*Squiggies are the main enemy. They are large, tentacled-bots that patrol the skies of Doodle-land and pose a threat to the player’s ship with their ability to fire lasers.*

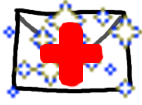
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*Crunchers are secondary enemy units. They attack by ramming into the player’s ship. Although they are smaller than a Squiggy, they are much faster, due to the jet pack strapped onto their backs.*

1. **Weapons**

*(Describe any weapons available to the user)*

1. **Items**

*Health packs will restore one lost health point until the ship’s health is back to full. They only appear so often, so try your best to avoid getting damaged.*

1. **Abilities**
2. **Vehicles**
3. **Script**
4. **Scoring**
5. **Sound Index**

*(Include an index of all your sound clips)*

1. **Story Index**

*(Outline your game story here)*

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**

*(Include any future features that are planned to be implemented)*