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| CGH GAMES, A DIVISION OF CGH TECHNOLOGIES, INC. |
| Doodle Ship! |
| **A side-scrolling shooter** |
| Version #4  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**

*Use the mouse to control the vertical movement of the player character. Left mouse button is used to fire weapons.*

*The escape key will exit one level within the game (ex. Will exit to the end game screen if on game screen, will close program if on menu or end game screen)*

1. **Interface Sketch**

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

1. **Menu and Screen Descriptions**

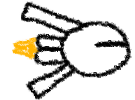
*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

1. **Game World**

*You play the game in Doodle World. The environments are set up to look like doodles done by someone in a notebook. Everything has been designed that way (even the font is doodlish: a good use of Comic Sans)*

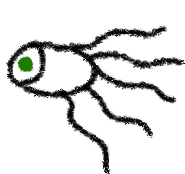
1. **Levels**

*Level 1 – Sky World: Sky world is a vast environment of clouds and distant mountains.*

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.*

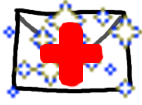
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*Crunchers are secondary enemy units. They attack by ramming into the player’s ship. Although they are smaller than a Squiggy, they are much faster, due to the jet pack strapped onto their backs.*

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. **Scoring**

*Scoring is pretty straightforward: each Squiggy that is killed gives the player 100 points. Each Cruncher grants 50 points. Kill as many as possible to get the highest score.*

1. **Sound Index**

*\*****All made by Clay Holmes except where noted***

**\*\*Thanks to GASHISOFT JAPAN for the GXSCC Beta 236E, a midi-to-wav Famicon sound-emulator. This is how I made my midi compositions sound like 8-bit music.**

Music for the ‘Menu’ screen – intro.ogg

Music for ‘Game’ screen – level1.ogg

Music for the ‘End Game’ screen - end\_game.ogg

Player weapon sound – ship\_shoot.ogg (made from an NES sound bank file)

Squiggy weapon sound – squiggy\_shoot.ogg (made from several NES sound bank files)

Explosion sound – explode.ogg (made from several NES sound bank files)

1. **Story Index**

*You are in the Doodle world and control the doodle ship known as ‘Wago’. Your mission is to free the Doodle world of the recent Squiggy invasion. The Squiggies are evil, mindless robots who only want to destroy imagination everywhere. They are led by the evil Erasers, literally erasers who wish to erase everything from Doodle world for purposes unknown. The Erasers have also unleashed the mindless Crunchers to try and thwart your attempts at saving the Doodle world. Good luck soldier!*

1. **Art / Multimedia Index**

*Graphics (all made by Clay Holmes except where noted):*

1. **Design Notes**

*Wanted to give the game world a distinct feel to it with a notebook doodle-style to give it a creative aesthetic. I created all of the art work myself and all of the music is of my own writing as well. The only assets that I used are a screenshot of lined paper, a picture of clear tape over white paper (to make the background look stitched together) and NES sounds from a sound bank for explosions/gunfire.*

1. **Future Features**

* *Will finally implement difficulty levels (Easy, Medium, Hard, Very Hard)*
* *Will add in Boss Battle*
* *Graphical health bar*
* *Additional level (underwater stage)*