

ALPHA 1 - Level Design

GDD Template Written by: Christopher Sean Coram

License:

If you choose to use video game on any platform or concepts, please give credit to creator.

Assets:

- Sci-fi Texture Files
- Space Ship Models
- Light Effects
- Platform Sections
- OnTrigger Areas
- Scripts
- Audio Files

Definitions:

Sci-fi Texture Files -

Files that contain textures imported from unity that are related to the science fiction genre of gaming design.

Space Ship Models -

Models imported from video game creator or unity.com for player usability.

Light Effects -

Effects added in to add more visibility to digital environment.

Platform Sections -

Sections that contain main areas, turrets, OnTriggers, etc.

OnTrigger Areas -

Activates certain functions in design when player collides in a trigger area.

Scripts -

Code that controls what happens on Input, OnTrigger, etc.

Audio Files -

Contains sound effects / soundtrack loops for video game