

KLEX THE CALC

Game Development Log

Initial Game Design Documentation Completion Date: 14 June 2021

Update Number	Date	Changes Summary	Reason for Change
1	17/06/2021	Game Story Outline: Updated the game story to reflect changes.	Initially Klex was trying to find his pal, Doc, who would be found at the last level. However, I later decided that Doc would appear in each level to provide tips and assist Klex.
2	29/06/2021	Game Outline: Updated game flow description to include what happens once the player collects 100 coins. Gameplay Mechanics: Updated collectibles to reflect coin purpose.	Initially the game had no purpose for collecting coins. I decided that every 100 coins would automatically buy full health. This change needed to be reflected in the GDD.
3	30/06/2021	Gameplay Mechanics: Added hazards and enemies. Also made mention of these enemies in the Game outline game flow.	Added details and icons of other hazards and enemies <u>not included in the first two levels</u> to ensure completeness of the GDD.
4	01/07/2021	Gameplay: Added gameplay screenshots. Game World Description: Added gameplay screenshots	Added screenshots of actual gameplay to increase aesthetics and provide a more detailed description of the levels.