IDEA GAME 1

* Main character: gau dau heo
* Environment: 3D
* Controller:
  + Left button -> jump (physic)
  + Right button -> change direction
* Idea:
  + Many levels
  + Đường đi có thể là đường phẳng, có thể là viên gạch, có khi khởi tạo chứ không tạo trước
  + ở mỗi chỗ muốn rẽ, sẽ có chướng ngại vật
  + zoombie sẽ đuổi theo
  + nhân vật tự chạy tới, người chơi điều khiển để tránh chướng ngại vật (nhảy, rẽ hướng)
  + tạo bất ngờ, như chạy để một điểm, animate môi trường
  + môi trường có thể dài, có thể ở trong 1 không gian

**IDEA GAME 2**

**example 2\_drop\_plank in NavMeshComponents-master project**

* Sử dụng nav mesh agent để đi đến đích
* Nhấn space để thả một cây cầu phía trước, vì sẽ có dòng sông, hoặc vực thẳm không thể vượt qua được
* Xoay góc nhìn của character bằng cách trượt ngang
* Khi đi đến đích thì kết thúc level

**IDEA GAME 3**

I have a maze generate code with nav mesh agent to move the character

Thinking more

* Người đi trong mê cung
* Đứng trên platform, platform có thể di chuyển, character cần nhảy, chạy để đến được đích

**Ideas For 10 Games (1 Game 1 Week)**

1. **Game 1**

* Idea
* How to play
* Character

1. **Game 2**
2. **Game 3**
3. **Game 4**

**Color ballz**

**Dunk shot (basketball game)**

**Knife hit**

The Tower Assassin's Creed  
break liner ketchapp

**Knife hit Game Design Document**

**Game Identity / Mantra:**

List your single sentence description of the game that you will use to guide design decisions

* Throw the knives to the logs to break them
* Slash the apples and unlock new knives
* Each 5th stage player will play level with rotated knife
* Becareful to not hit the knives and spikes

**Design Pillars:** 3 phrases that convey the feeling or emotion the player will experience

* Simple
* Fanstastic
* Additive (a greate to pass time)

**Genre/Story/Mechanics Summary:** List what the game is from a gameplay or story perspective.

*This game uses a unique swinging rope mechanic to tell a story about what it means to be a meatball...*

**Features:** cool features or unique elements that you want to include in game

* create 2 platforms at left and right. Let the knife rotate with an angle. The knife will go straight to the platform and reflect to the target. Every 5 or 10 levels reuse this way
* Create black apple or trap to kill the play by hit the trap
* rewind the moment hit the last knife like sniper game
* create button to slow the time, because the level is so hard. Buying by apple (10 apples)
* at level %10, throw the knife and it will return. Limit the time to throw. If knife slashes all the apples player can pass the level, otherwise game over

**Interface:**

List the player input method, the controls, and how the player interacts with your game.

* Tap to throw the knife
* UI image to show remain knifes

**Art Style:**

Include references to lots of images and games that have a similar aesthetic to what you're trying to achieve.

**Music/Sound:**

* Knife hits the log
* Knife hits the apple
* Knife hits the knife
* Start boss’s stage
* Boss defeated
* Game over every stage
* Choose a knife

**Development Roadmap / Launch Criteria:**

**Platform:** Google Play/iOS        **Audience:** 10-30/all gender/arcade.

|  |  |
| --- | --- |
| **Milestone 1:** Mechanics complete - 15/08/18  **Milestone 2:** Rotate knife fights complete - 16/08/18  **Milestone 3:** Levels complete -  18/08/18 | **Milestone 4:** Polish complete - 25/08/18  ---------------------------  **Launch Day:** 25/08/18 |

**Note from reference**

Rotation wizard

* To the left and wait for a interval with accelerate and slowdown. Repeat
* To the right and wait for a interval with accelerate and slowdown. Repeat
* To the left and break (rotate more than 1 round or random in range of 1.5-2), after that to the right and break. Repeat (boss’s stage)
* To the left, after that stop and shake. Repeat (Boss’s stage)
* Slow and fast with acceleration. Fast for some seconds and slow again. Repeat
* To the left with random time, after that to the right with random time

Boss defeat

* Amount of knife:
  + 12 (without knives available)
  + 15
  + 10 with 2 available
* Boss has a name and new graphic (example lemon, tomato)
* After defeat the boss, and show the button to change new knife (for killed boss) to let player choose

Buy new knife

* Collect apples to buy new knives
* Or defeat the boss (each 5th stage will face to boss)

UI

* Remain knives (left-bottom)
* Points (top - left)
* Apples (top - right)
* Current stage (stage 1, stage 20, …)
* Icon of stage (1, 2, 3, 4, boss)

Target graphic example

* Log (smooth out side of round and texture with figure, or outside like wood body)
* Boss: orange, lemon, cheese, soda can, …

Unlock knife

* Get for apples (3 pages)
  + 2 buttons: 1) unlock random with 250 apples, 2) watch video with 50 apples
* Watch video to unlock knives (2 pages)
* Boss knives (2 pages)
* Challenge knives (1 page)
* Knife packs (2$, 3$, 4$) (3 pages)

Ease type note: (For controlling the rotation of target )

* OutElastic : xoay nhiều vòng theo chiều xuôi và chiều ngược, tốc độ quay nhanh

**To Do List**

|  |  |  |
| --- | --- | --- |
| Task | Description | Note |
| Rotate the target | (left, right, both, left and shaker, right and shaker) | Finish 17/08/18 |
| Game over at each level | - auto reload that level (do not ask)  - Animate an image to reload that level | - Completed animate the fill-level image 17/08 |
| Win the level | Go to next level (do not ask)  Animate an image to reload | completed |
| Create next and previous button | - if unlock next level already, show the next button, otherwise, hide next btn  - same with previous button |  |
| Edit knife remain controller UI | If number of knife more than 10, we can not see some icons | Complete 17/8/18 |
| Reuse or destroy separated apple game object and seperated target | It will be unparent and disable when BecameInvisible()  - function GarbageCollect() in GameManager  - destroy: KnifeController.cs, TargetFlyApart.cs, HaflAppleGroup.cs, TargetController.cs  - clear lists, destroy some objects do not use | completed |
| Show the text “Ready” when game is ready | When load level, show this to let user know level is begining | completed |
| Move the target | Animate the target to left or right, up or down a little bit |  |
| Level manager | Manage  - number of knife every level  - rotate ease type (do not need it, put on TargetController) | completed |
| Create many levels | Create  - apples on target  - black apples on target  - death knife on target |  |
| Show level name by text | Show the current level name by UI text | completed |
| Create game over image. It will blink from red to nude and repeat.  Finish blink -> animate the fill-level image | - Nhap nhay background (red)  - create bink image (rectangle)  - wait a second and reload level | completed |
| Create a level with 2 target who have same center. They rotate with different velocity | Hai vòng tròn lồng vào nhau, quay với hướng khác nhau.  Làm sao để dao cắm vào đâu ? xử lí ra sao ? |  |
| Create best score to show to player | Show a best score UI to player, to let him know his best score that he reached  - think about where to show the text “Your Best score” |  |
| Change fill-lelel circle image | Because the old image is so urgly |  |
| In Choose level scene, show opened-level, locked-level | - Show what levels are not unlocked, what levels are unlocked  - create grid view of level to choose  - create about 100 levels to test |  |
| Function Get, SetLastLevelPlayed has error when call function go to next stage |  |  |
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