COIN COLLECTION

GAME DESIGN DOCUMENT

The Game overview

This Game focus on single-player running around collecting coin and protecting himself from the bomb. This game is all about collecting the highest amount of coin.

Initial Game Plan:

- There are three characters in-game (Player, coin and bomb)
- The player will collect the coin.
- 10 score for each time player collecting the coin.
- The coin will move randomly.
- There will be bomb bouncing, once the bomb will hit the player, then it is the game is over.
- Game over Message will be display.
- After clicking the mouse button on game board we can play the game again.
- We can use key use left, right, up and down key to move the player.

Story:

Synopsis

Concept of this game is to collect the highest amount of coin then other players and protecting himself from bouncing bomb.

Game play, Rules, Mechanics and Systems of the game:

- ➢ **Use left right up and down arrow key to play the game.**
- ➢ **Every time player will get 10 points hitting the coin.**
- ➢ **Once the bomb hit the player game is over.**
- ➢ **Click gain on the board to re-play the game.**

Assets

Audio:

1. Background music.

Graphic:

1. Spritesheet for player.

2. Sky image for the scene background.

3. Image for coin.

4. Bomb

Level Design

Game scene:

1. The sky image is the board of the game and once the game begins there will be player, coin and bomb appear and on the board.

2. The player can move up down left and right arrow key to collect the coin in the game scene.

Level:

The game will contain only one level for the initial version.