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| JG STUDIO & DIEGO-RODRIGUEZ |
| Street Runner |
| **[Assignment #3 – Unity Game** |
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| November 12th, 2016 |

**Table of Contents**

Contents

[**Version History** 3](#_Toc466628522)

[**I.** **Detailed Game Description** 3](#_Toc466628523)

[***II.*** **Controls** 3](#_Toc466628524)

[***III.*** **Interface Sketch** 3](#_Toc466628525)

[**IV.** **Menu and Screen Descriptions** 3](#_Toc466628526)

[**V.** **Characters / Vehicles** 4](#_Toc466628527)

[**VI.** **Enemies** 4](#_Toc466628528)

[**VII.** **Scripts** 4](#_Toc466628529)

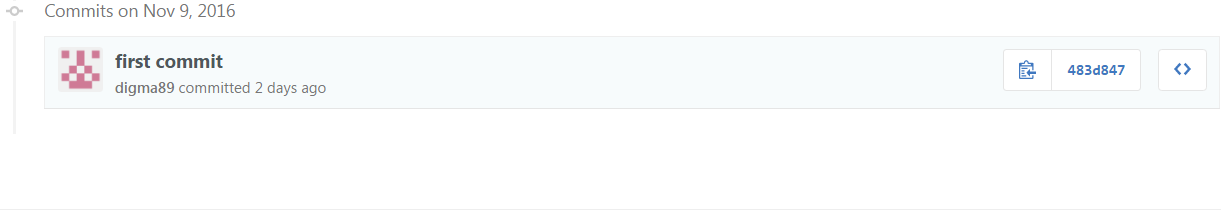
[***VIII.*** **Scoring** 4](#_Toc466628530)

[**IX.** **Sound Index** 4](#_Toc466628531)

[**X.** **Art / Multimedia Index** 4](#_Toc466628532)

# **Version History**

<https://github.com/digma89/Unity_3D_game_StreetRunner/commits/master>



Here is a screenshot from our Github repository. This shows our commit history while working on this assignment.

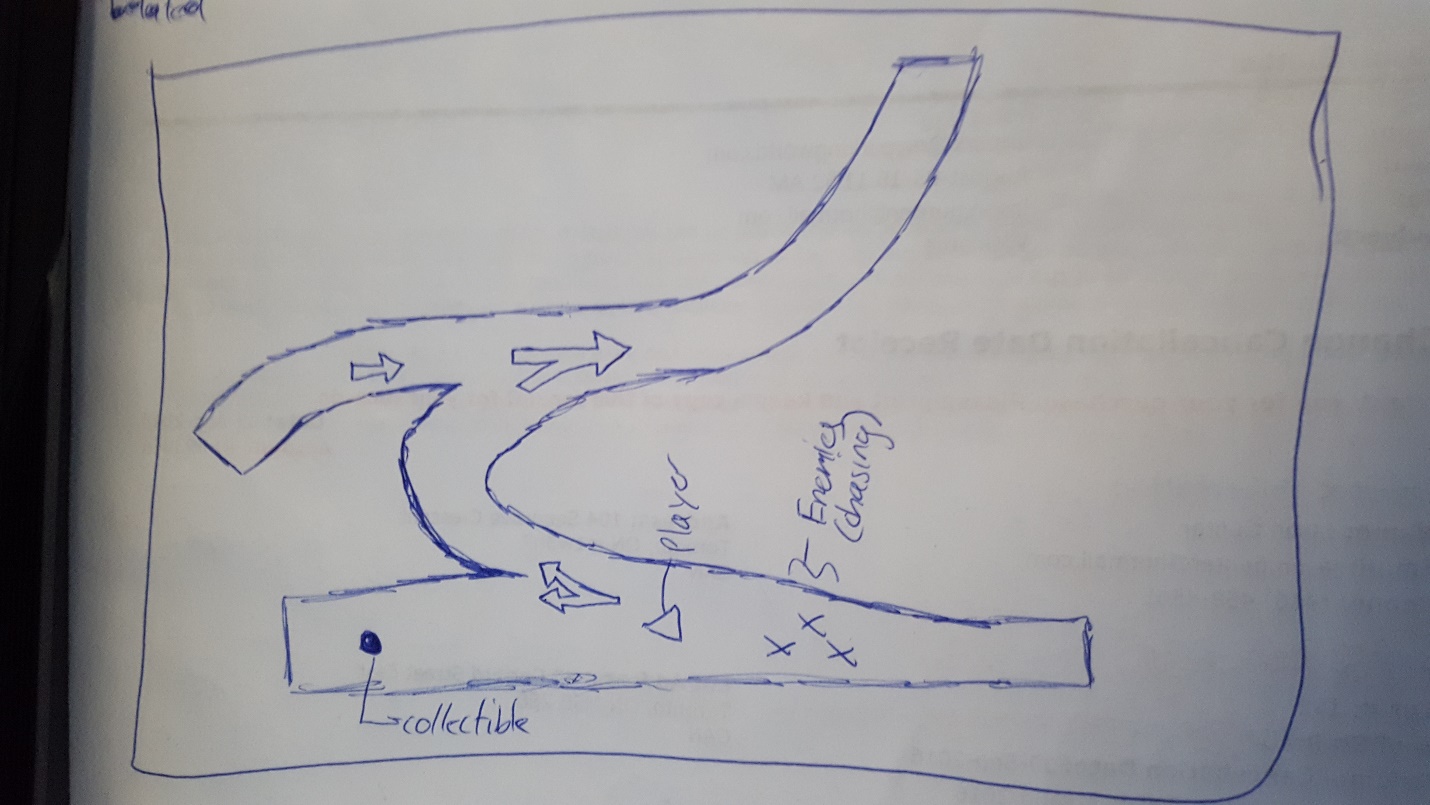
1. **Detailed Game Description**

*The player must collect food and avoid enemies to stay alive.*

1. **Controls**

*The controls to move the player are default controls (W,A,S,D or arrow keys). The player can also sprint by holding the shift key. Jumping is performed when the player presses the space bar on their keyboard.*

1. **Interface Sketch**

**

1. **Menu and Screen Descriptions**

*N/A - Part*

1. **Characters / Vehicles**

*The player controls their character from a first person perspective.*

1. **Enemies**

*The enemies in the game will chase the player and spawn randomly throughout the map. The player will lose health or life if the enemies hit them.*

1. **Scripts**

*Scripts within the game:*

|  |  |
| --- | --- |
| **Script** | **Description** |
|  |  |

1. **Scoring**

*The player can increase their score by collecting food.*

1. **Sound Index**

*Sounds within the game:*

|  |  |
| --- | --- |
| **Sound** | **Description** |
|  |  |

1. **Art / Multimedia Index**

*Art within the game:*

|  |  |
| --- | --- |
| **Art/Asset** | **Description** |
|  |  |