Name: WAH HAH

**Team Jim**

**Dominick Jim Cyr**

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**Table of Contents**

**Team Personnel……..…………………………………...…………..………….…….…..P01**

**Project Goals……………………………….……..…………………………………....…..P03**

**Game Overview……………………………………...…………………………...……...…P03**

**Plot & Setting Information…..……………………………………..….……….………...P03**

**Core Gameplay Mechanics………………………………………….….…………….....P03**

**Platform……………………………………………………………………………………...P03**

**User interface…………………………………………………………..……….…………..P03**

**Menu’s………………………………………………..………………….…………………..P04**

**Level Design……………………………….……..…………………………………....…..P04**

**Timeline……….…………………………….……..…………………………………....…..P04**

**Project Goals**

1: Make a Parody of the classic Dig Dug

2. Show skills learned in unity.

**Game Overview**

I was heavily inspired by the arcade game “Dig Dug” and decided to incorporate that with custom art. You are Waluigi showing his hatred toward the Smash Community and Yoshi’s.

**Plot & Setting Information**

Waluigi was happy being an assist trophy, their benefits are a lot better than being a participant, assist trophies can’t die and are extremely strong. Waluigi always saw the Yoshi’s as the Mario Brother’s Pet so he would always cause them harm.

**Core Gameplay Mechanics**

Movement: control what direction Waluigi will go (Tap)

Action: Shoots your Air Pump.

**Platform**

This game will be made to be played on Windows

**User interface**

Will have enemies (Yoshi, SmashBall), Waluigi, Power-Ups and Score Tracker

**Menu’s**

There will be a Title Screen (no menu)

**Level Design**

The entire level design is already designed and I took heavy inspiration from the original, the enemy’s will react the same way but I do want to incorporate some type of power up system that will make him move faster or shoot faster

**Timeline**

* Make ALL the assets for game
* Character controls(up & down)
* Add assets into game
* Fix bugs
* Sound
* DEBUGGING

**What Went Wrong…**