Game Design Studio-Game Design Document

Game Name (-------)

- # 1) Mechanics

  - ## 1.1) Character Controller:

    1. 8 directional Shooting and Movement System
    2. Health and Die System
    3. Interaction with Collectables

  - ## 1.2) Bullet Controller:

    1. Deal Damage
    2. Destroy On Hit
    3. Effect On Hit

  - ## 1.3) Shooting Controller

    1. Different Shooting Controllers for Each Character
    2. Effect on Shoot

  - ## 1.4) Enemy Controller:

    1. Follow Player or Move to prearranged direction
    2. Deal Damage and Take Damage/Die

- # 2 Level Structure

  - ## 2.1) levels:

- # 3) Enemies/Bosses
- # 4) Main Menu
- # 5) Sounds

- # 6) Assets

- ## 6.1) Playable Characters:

2X Character should have at least 14 (Run, Idle, 8 Directional Attack, Start Jump, Air Jump, End Jump, Die) animations.

- ## 6.2) Non Playable Characters:

Enemy 1

Enemy 2

Enemy 3

Boss 1

Boss 2