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| Gil Emerson Designs |
| WebDestroyerGame |
| **Assignment #3 Side Scroller** |
| Version #04  All work Copyright © 2012 by Gil Emerson.  All rights reserved. |
| **[Gil Emerson]** |
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**Insert a Company Logo here**

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| Nov 14th 2014 |

**Table of Contents**

1. **Index.html**
2. **Audio : Backgroundtheme.mp3**
3. **CSS : Destroy.CSS**
4. **Images : Background ,Bullet ,Coin, DeadScreen, EnemyBullet1, EnemyOwn1, Explosion, HealthBar, HealthItem, HelpScreen, MenuScreen1, MenuScreen2, Plane, Plane1**
5. **JavaScript Files: JQuery.JS, Destroy.JS**

**Version History**

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

1. **Game Overview**

Program Description: Create an original 2D side scrolling arcade game (left to right & right to left).The game must have a start screen, (that includes game instructions for the users) the main game screen, and an end game screen.

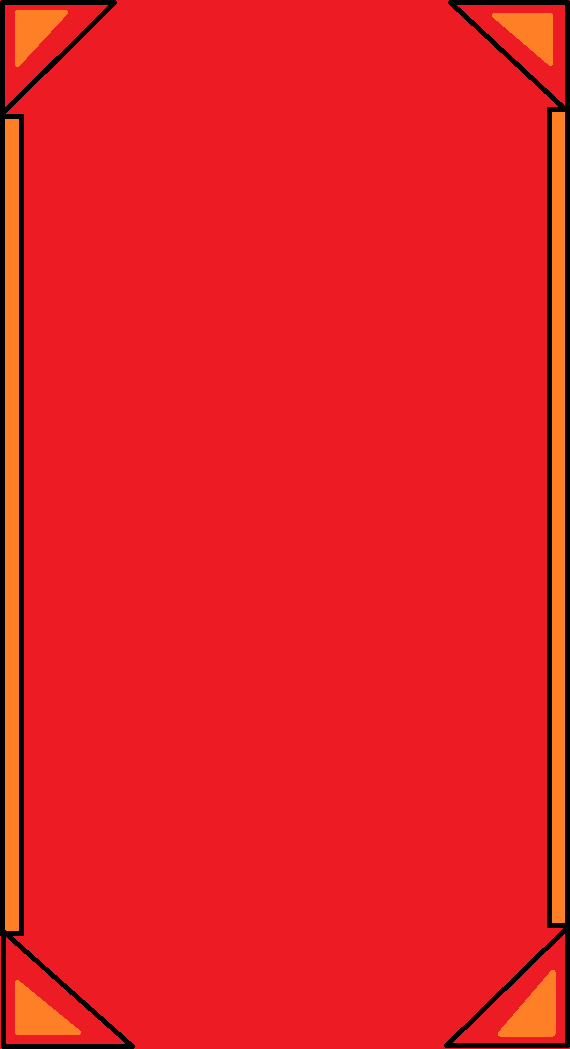
1. **Game Play Mechanics**

Player 1 has control of a plane. The player must not be hit by the enemy’s bullets, while shooting down all of the enemies before being destroyed.

1. **Controls**

A = Left Turn / D = Right Turn / C = Shoot

1. **Interface Sketch**

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1. **Menu and Screen Descriptions**

Main Menu Main Menu

Player 1 Try Again

1. **Characters**

My Game Avatar Is a Red Military Jet

1. **Enemies**

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1. **Scoring**

+ 20 Points for Every Coin Collected

1. **Sound Index**

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1. **Story Index**

*(Outline your game story here)*

1. **Art / Multimedia Index**

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