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| SavgunKo GAmes |
| Game Design Document |
| **Flatland Radness Game**  https://scontent-yyz1-1.xx.fbcdn.net/hphotos-xfl1/v/wl/t34.0-12/12825097_10207542846902595_425257518_n.jpg?oh=d491141292f44f35af175ba6308f6930&oe=56E59997 |
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| **George Savchenko & Jason Gunter** |
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| March 11, 2016 |

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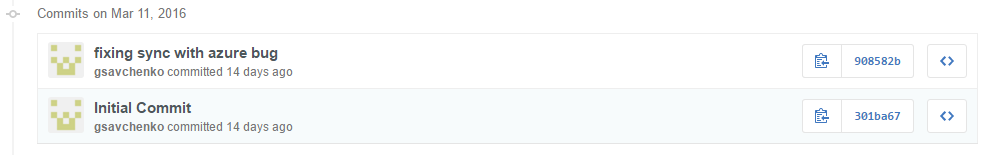
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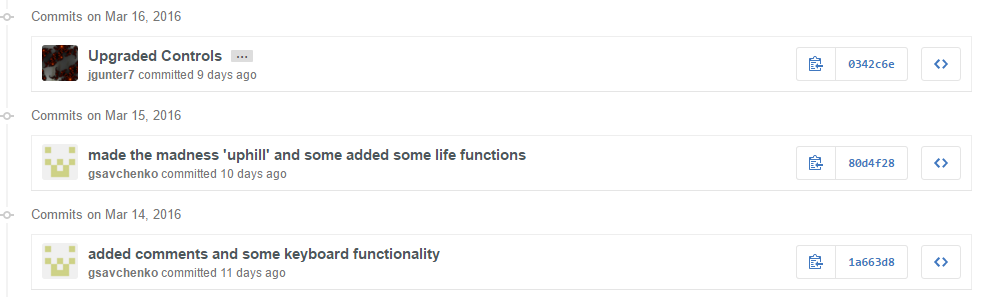
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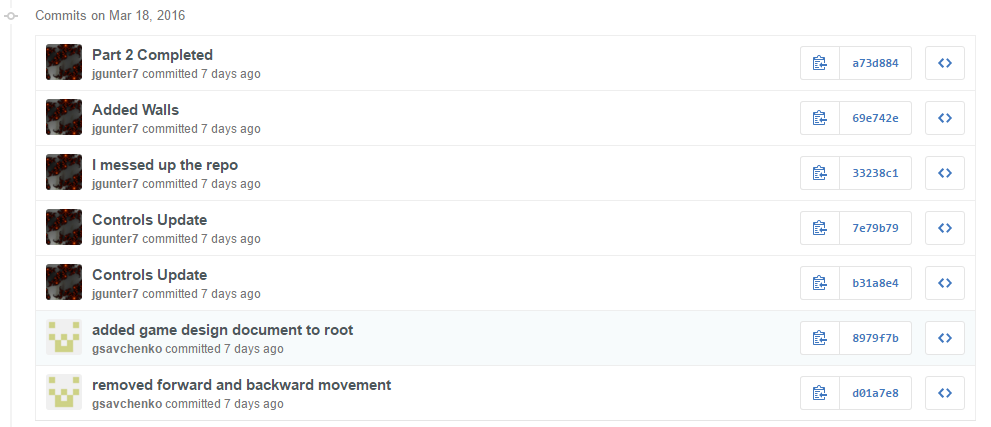
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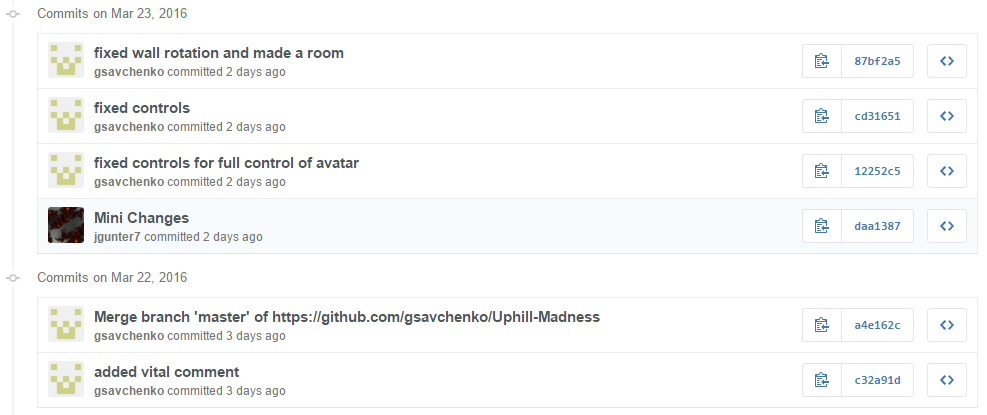
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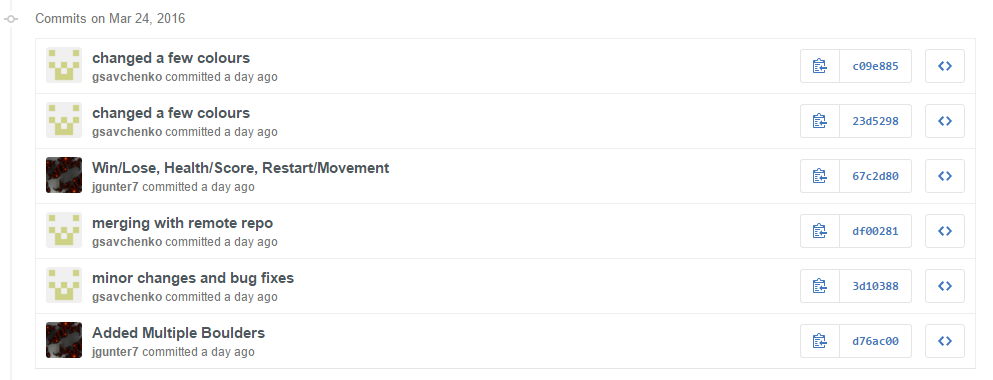
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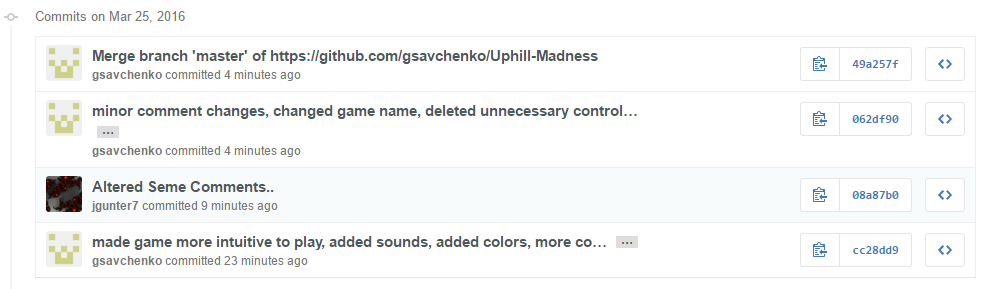












1. **Game Overview**

The player must avoid spherical objects that they encounter in the game to avoid losing health. The player can move any direction and jump over the spheres to avoid them. The objective is to collect enough smaller brighter spherical objects. Lastly, the player loses when their health reaches 0.

1. **Game Play Mechanics**

The player will collect small spherical objects and use the arrow keys and keyboard to move their player.

1. **Camera**

A first person camera will be used, as it is a requirement for this assignment.

1. **Controls**

The user will be able to use the 'W', 'A', 'S', 'D' keys to move the player forward, left, down and right. In addition to this, the user can use the space bar to jump.

1. **Menu and Screen Descriptions**

**Menu:**

The menu will allow the user to start the game.

**Main Game:**

This option will play the main game or restart once the game is over

1. **Game World**

The player is in a flat box; the spherical objects are rolling around the box, some of which the player has to avoid and some of which the player needs to collect in order to complete the level. If we include additional levels, the difficulty will increase, but the box will likely remain the same.

1. **Levels**

If the game contains several levels, the difficulty and frequency of the obstacles should increase.

1. **Game Progression**

The player must collect 10 small spherical objects to progress to different levels.

1. **Items**

**Large Spherical Object:**

This may take the form of a boulder, or sphere. If these objects collide with the player.

**Small Spherical Object:**

This item will add to the player’s score, which needs to be 10 to win.

1. **Scoring**

The player score will be tracked by the net number of small spherical objects the player has gained during game play.

1. **Bonuses**

Possible bonuses that may be added to this project:

* Sounds
* Textures

1. **Cheat Codes**

No cheat codes are available.

1. **Sound Index**
   1. land (land.wav)
   2. jump (jump.wav)
   3. yeah (yeah.mp3)
   4. bling (bling.wav)
   5. damage (damage.mp3)
   6. yayChord(yaychord.wav)
   7. gameover (gameover.mp3)
   8. gamelost (gamelost.wav)
2. **Art / Multimedia Index**

No extra multimedia

1. **Future Features**

Future features could include adding bouncing spheres and refining rolling behaviour