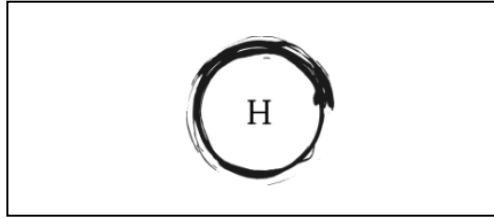


HARDIK D SHAH



GAME2014-F2021-Assignment1

A Classic Arcade Game

Version #08

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Hardik Dipakbhai Shah

October 24, 2021

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Version History

Version#01 (09/30/2021) – Initial concepts of the game’s design were written. These concepts are based on the ideas Many sections are empty or incomplete, these will be added to/removed as pre-production progresses.

Version#02 (10/01/2021) – Added details to “Gameplay Mechanics” section and added level details to the “Levels” section. Also added more specific controls for players and enemies.

Version#03(10/02/2021) – First official interaction. Dynamics, mechanics, and aesthetics are clearly defined along with many of the basic game features. Some concept arts for stages and screens are included as well as screenshots for what the main gameplay screen and main menu looks like.

Version#04(10/03/2021) – Updated all the section information as well as describe all the figures attached into the documents.

Version#05(10/21/2021) – Added Touch input of the player, changed the build settings to work for Android

Version#06(10/21/2021) – Added Enemy Prefab, Enemy behaviour and enemy bullet using Bullet manager.

Version#07(10/23/2021) – Added the same functionality using bullet factory, added player input firing system and UI elements

Version#08(10/24/2021) – Adding the final touches to the GDD and header files for the scripts in unity

I. Game Overview

In each level the player survives against numerous enemies and bullets for a certain period. The game will be made with an E10+ rating in mind, utilizing no foul language but having cartoon violence. The game plays top to bottom where player will be at the bottom position and enemies will be at the top firing projectiles with each other. The game will be aimed at a android release.

II. Game Play Mechanics

The player controls the protagonist using standard AD or arrow keys to move left and right and Spacebar to shoot the projectile. This will move the player's sprite in whichever direction is pressed.

III. Camera

It is orthographic camera which will cover entire gameplay. With z-axis towards -10 and y-axis towards -1, x-axis towards 0.

IV. Controls

The player can move around left and right with A and D keys respectively. Player can shoot projectile with the spacebar and right mouse click.

V. Saving and Loading

Unlikely to be determined.

VI. Interface Sketch

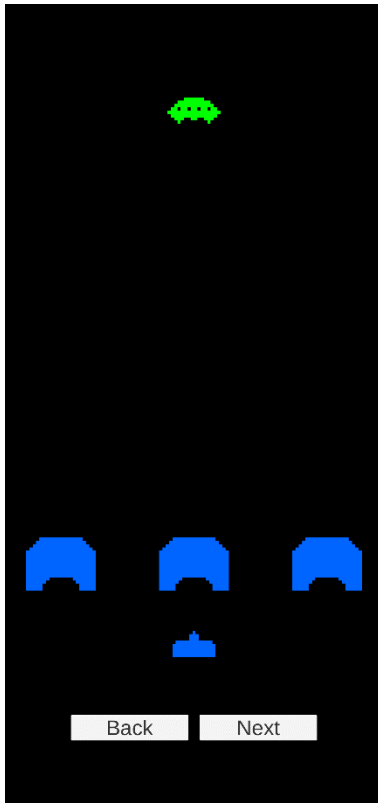


Figure 1 – Main game Level Sketch (more enemies to be added in future Levels)

The Main game looks like this where the player shoots projectile from the bottom of the screen towards the top, whereas the enemy will shoot from the top to bottom. There will be 3 Bunkers where player can hide to save the life. The bunkers will take damage on every projectile hit.

VII. Menu and Screen Descriptions

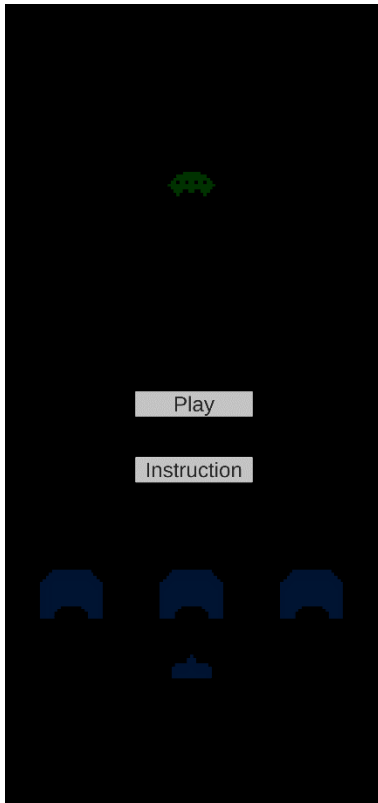


Figure 2 – Main Menu screen with buttons

The Main Menu looks like this. It have Play and Instruction buttons. If player clicks the Play button it will be go towards the Game Level(Ref. Figure 1) and if player clicks on Instructions button then it will go towards the Instruction Tab (Ref. Figure 3)

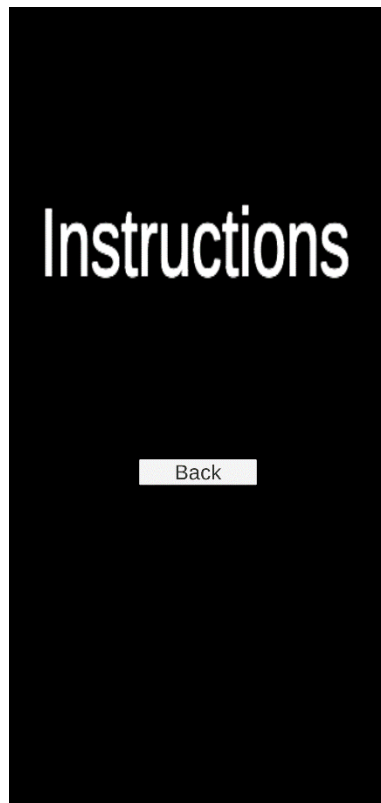


Figure 3 – Instructions Screen

This is what Instruction screen looks like, the player can move back to the Main Menu from this tab.

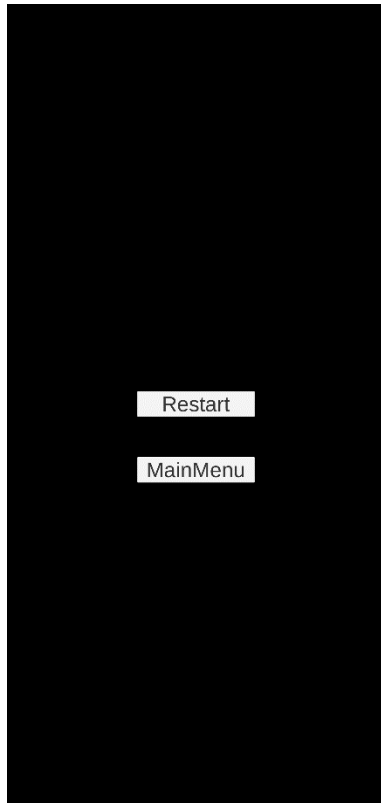


Figure 4 – GameOver Screen

There will be 2 conditions in here. If player dies or player wins this screen will pop up. From there player has two options to restart the game again or go to main menu.

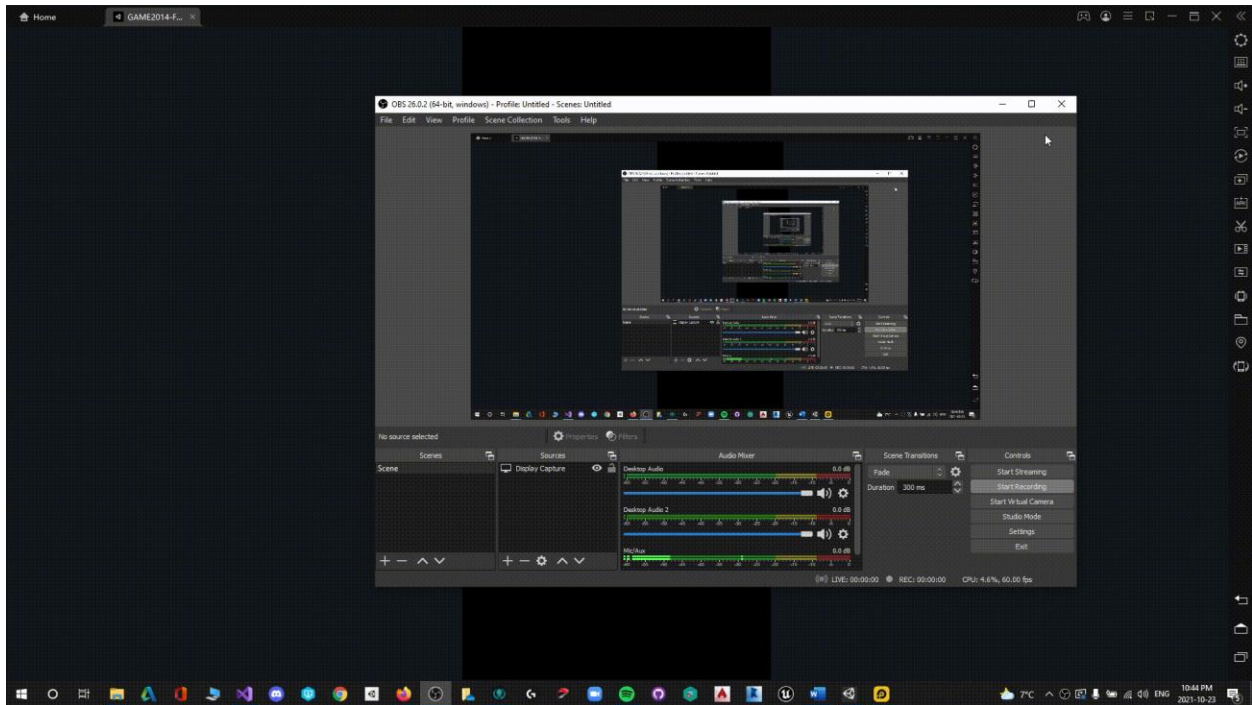


Figure 5 – Gameplay Scene

VIII. Game World

There are three enemies which fires the bullet in some time frame. If the player hit by them then there is game over

IX. Levels

As of now it just has one Level where the player and enemies are positioned into the scene. There are 3 Bunkers placed into the scene as well (Ref. Figure 1)

X. Game Progression

To progress through the game the player must survive long enough to reach the end of the level as well as kill the enemies with the ability to shoot.

XI. Characters

There are two players, one as enemy called mystery ship and other is the player ship.

XII. Non-player Characters

N/A

XIII. Enemies

Mystery Ship - This enemy will shoot projectile to kill the player. There is total 3 mystery Ship into the game where it behaves differently as fires the bullet with different rate.

XIV. Weapons

Player and enemies both has a projectile component so they can shoot at each other to kill.

XV. Items

N/A

XVI. Abilities

Player can shoot and move around on the screen with A and D keys and shoot with the spacebar and right mouse click. Player can move also from touch Input.

XVII. Vehicles

N/A

XVIII. Script

The script added for changing the Scene. Into the next interactions will update the Player movement and shooting behavior script, enemies' movement and shooting behavior scripts.

XIX. Scoring

Player can score with each perfect shot and kill the enemies.

XX. Puzzles/Mini games

N/A

XXI. Bonuses

N/A

XXII. Cheat Codes

Unluckily to be added.

XXIII. Sound Index

\$.... \GAME2014-F2021-Assignment1\Assets\Sounds

XXIV. Story Index*(Outline your game story here)***XXV. Art / Multimedia Index**

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XXVI. Design Notes

N/A

XXVII. Future Features*More Level with different mechanics of the enemies and player.*