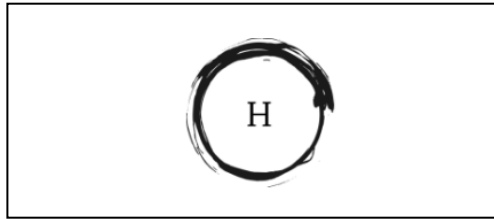


HARDIK D SHAH



# GAME2014-F2021-Assignment2

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## Unity 2D Platformer for Mobile

Version #10

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**Hardik Dipakbhai Shah**

January 11<sup>th</sup> 2021

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### Version History

**Version#01 (11/13/2021)** – 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 (11/13/2021)** – Initial Setup of Main-menu as well as GDD and Internal Documents

**Version#03(11/13/2021)** – Updated the player movement and game over scene

**Version#04(11/15/2021)** – Added Jumping and movement using Ray-cast and Fixed-update, Added Player Animation

**Version#05(11/15/2021)** – Added Animation and Air-Control

**Version#06(11/15/2021)** – Added Death Plane and Spawn Control.

**Version#07(11/16/2021)** – Added Moving Platform

**Version#08(11/16/2021)** – Added Enemy Behaviour

**Version#09(11/19/2021)** – Added Pixel perfect camera and onscreen controls

**Version#10(11/20/2021)** – Added Enemy Line of Sight

**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*

**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. There are on Screen controls as well for Android and iPhones.*

**III. Camera**

*The camera focuses the player, It is using the Pixel Perfect camera.*

**IV. Controls**

*The player can move around left and right with A and D keys respectively. The player can Jump with spacebar or using the Onscreen controls.*

**V. Saving and Loading**

*For this game, it is not needed, but if in the future iteration if it is needed, I will implement it.*

**VI. Interface Sketch**

*(What does the game interface look like? Provide a screen shot or sketch)*

**VII. Menu and Screen Descriptions**

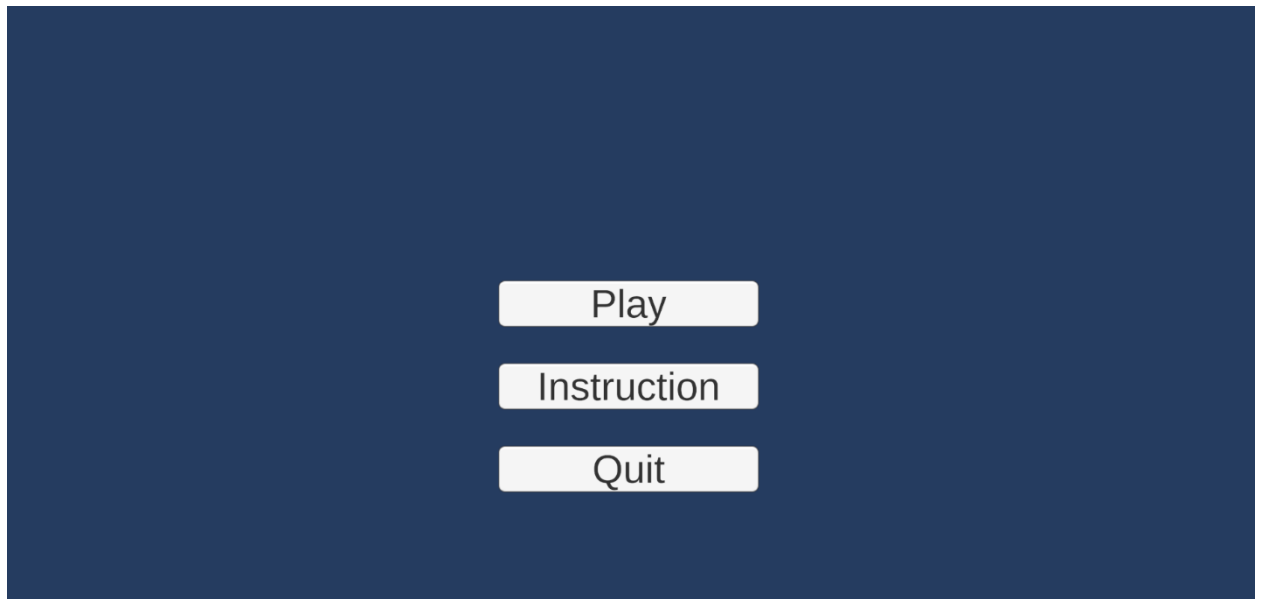


Figure 1 – Main menu Level

#### VIII. Game World

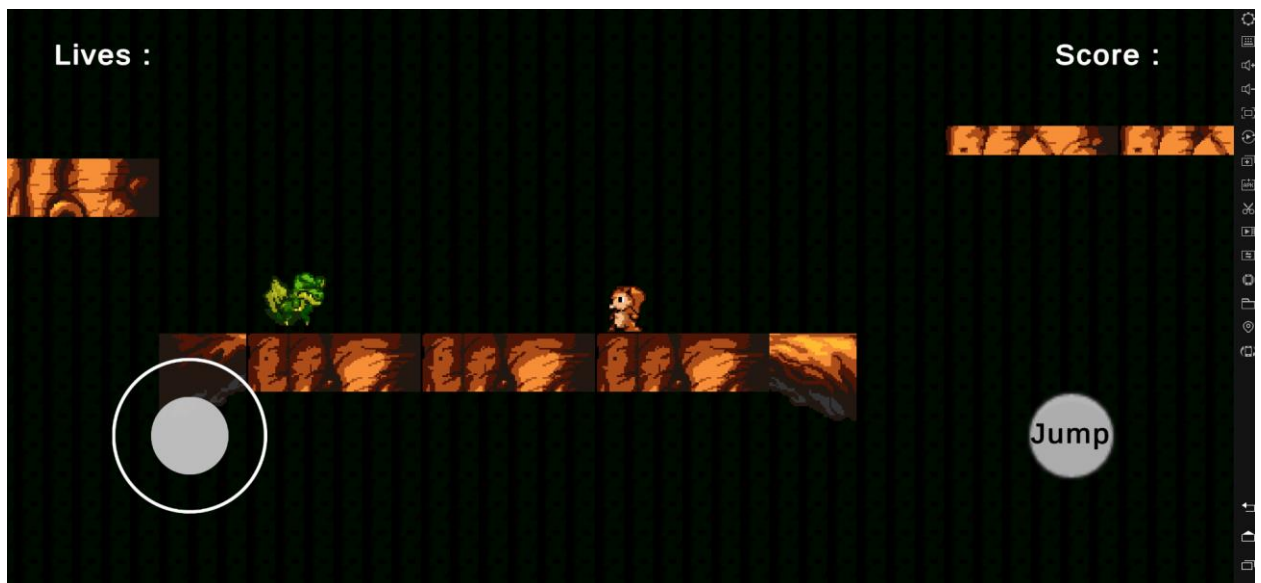


Figure 2 – Game world level part with enemy

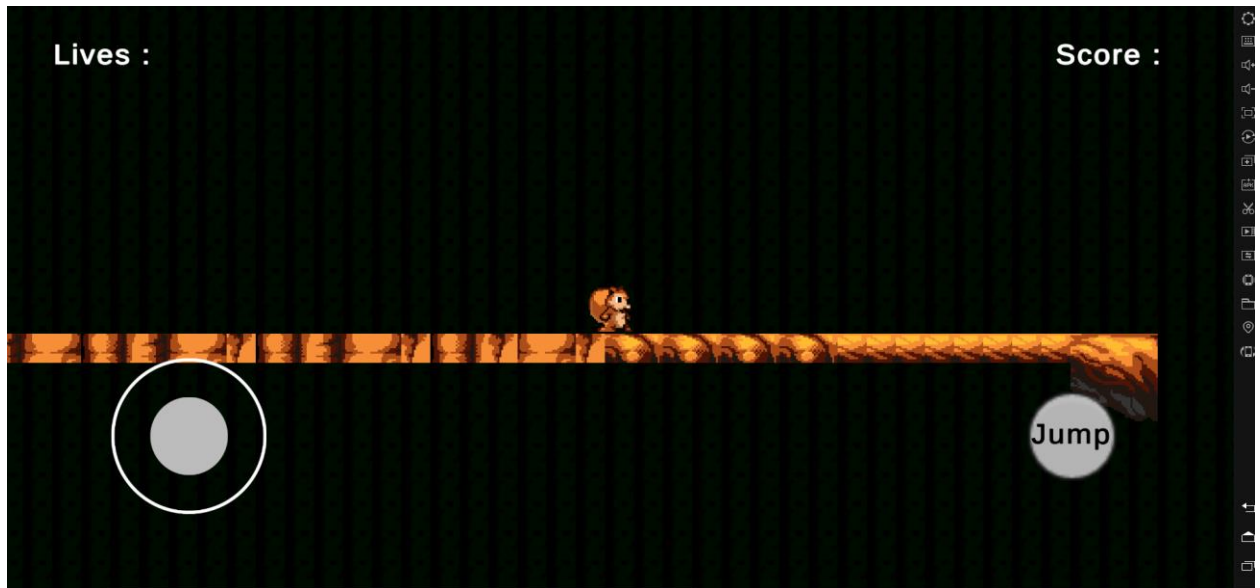


Figure 2 –Game world starting position of the player without enemy

**IX. Levels**

*There is one level right now, where Enemy can detect the player if it is in the range and stop moving. In the future iteration it will fire.*

**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 and other is the player.*

**XII. Non-player Characters**

There are Obstacles in place of the level in form of leaves.

**XIII. Enemies**

*(Describe computer-generated enemies and boss monsters)*

**XIV. Weapons**

*Unlikely to be determined*

**XV. Items**

*Leaves as an obstacle is use for the player to hide.*

**XVI. Abilities**

**XVII. Vehicles**

N/A

**XVIII. Script**

All the Scripts are inside the Scripts folder into the Asset.

**XIX. Scoring**

There is a placeholder Score in the game.

**XX. Puzzles/Mini-games**

N/A

**XXI. Bonuses**

N/A

**XXII. Cheat Codes**

N/A

**XXIII. Sound Index**

N/A

**XXIV. Story Index**

*The Squirrel has to reach his home by defeating the enemies.*

**XXV. Art / Multimedia Index**

*\$...\GAME2014-F2021-Assignment2-Part1\GAME2014-F2021-Assignment2\Assets\Sprites\Animation*

**XXVI. Design Notes**

*N/A*

**XXVII. Future Features**

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