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| HARDIK D SHAH |
| GAME3011 |
| Lockpicking System |
| Version #1  All work Copyright © 2021 by Hardik Dipakbhai Shah.  All rights reserved. |
| **Hardik Dipakbhai Shah** |
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| February 25th 2022 |

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**Version History**

**Version#01 (02/25/2022) –** Included the UI and the Mechanics of the Game.

1. **Game Overview**

*In each level the player must finish the desired target to transit towards the next level, which is needed open the lock.*

1. **Game Play Mechanics**

*The Player can click on the sweet spot with the mouse click to get the desired point.*

1. **Controls**

*The player can use the right mouse click to play the game.*

1. **Menu and Screen Descriptions**

*Graphical user interface, website

Description automatically generated***Figure 1 – Main menu Level**

**Graphical user interface, text, application

Description automatically generated**

**Figure 2 – Instructions Screen**

1. **Game World**

*Chart, application

Description automatically generated*

**Figure 3 –Game world**

1. **Levels**

*There are 3 levels with 3 different goals that needs to be completed into a specific time frame. If not, the player can not open the lock.*

1. **Game Progression**

To progress through the game the player must complete the level from 1 to 3 to unlock the game(lock).