

Class: COMP3064
Student Name: Hashem Abdul-Qayom
Student ID: 100898934
Assignment #: 1

Table of Contents

Table of Contents:
Detailed Game Description:	2
Controls description:	2
Interface Sketch:	2
Screen Descriptions:	2
Main Menu:	2
Gameplay State:.....	3
Game-End State:	3
Enemies:	4
Scoring:	4
Sound Index:	4
Art / Multimedia Index:	4

Detailed Game Description: This game is an infinite single level type of game. Our player the ‘Ninja’ is training and improving his awareness and attention skills. His training assignment is to run while avoiding the barrels on the ground, and ninja stars falling from above. He also has to be aware of which object is the most dangerous and consumes the most Heart and which object less. The ‘Ninja’ can also add Heart while he is low on Heart to avoid dying. The ‘Ninja’ has to jump over the Barrels on the ground and Move left and right to avoid the falling stars from above. If the ninja runs out of Heart or falls behind the game play screen he will die. The score on top left of the screen shows how far the ‘Ninja’ has run.

Controls description: The player moves with “WASD” or “Arrow” key on the keyboard. W or Up arrow makes the Ninja jump; while the A or Left arrow moves the Ninja to the left side of the screen, and the D or Right arrow moves the Ninja to right of the screen.

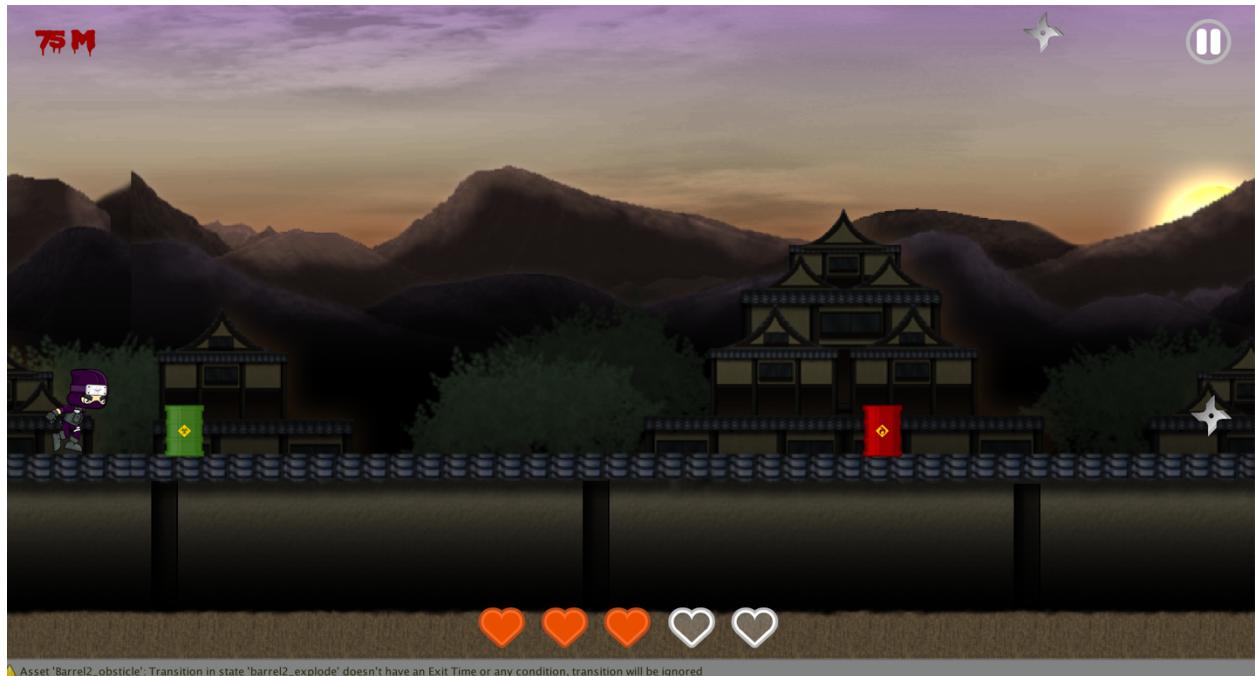
Interface Sketch: I did not sketch, I used my creativity and started making the game with out any plans. The plan just came to my mind while playing around and making the game.

Screen Descriptions:

Main Menu: This is the Start State of the game – it is the screen user see when game is launched

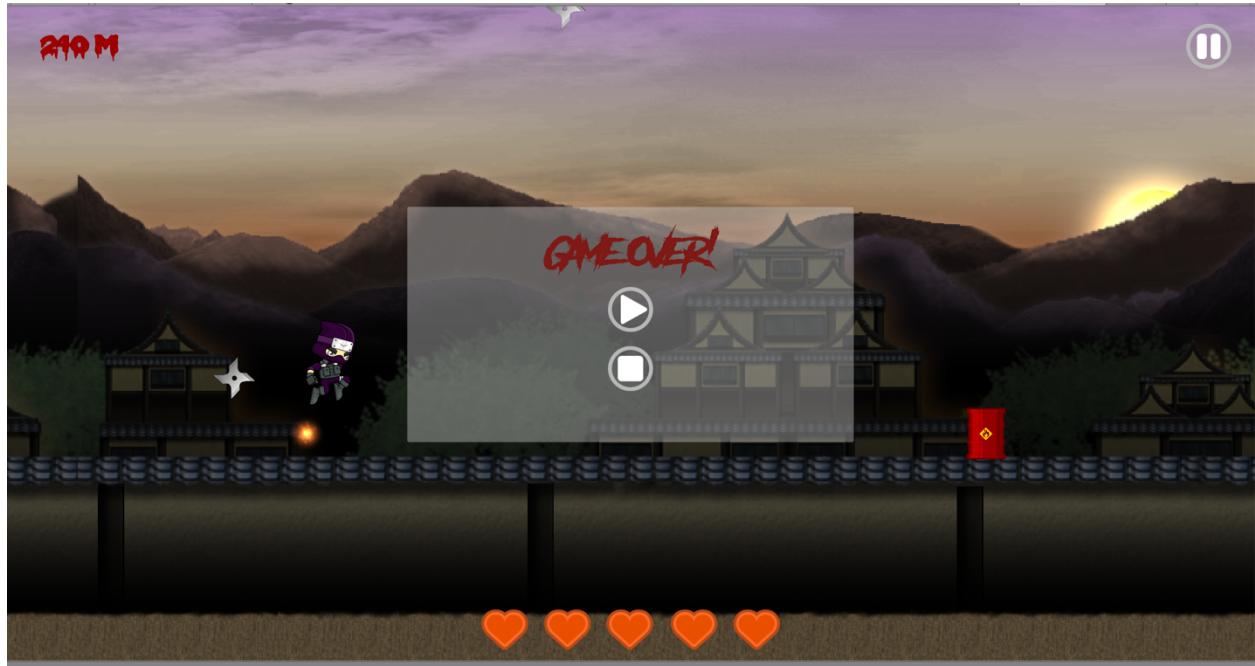


Gameplay State: The screen shows the Ninja in action



Asset 'Barrel2_obstacle'. Transition in state 'barrel2_explode' doesn't have an Exit Time or any condition, transition will be ignored

Game-End State: This screen shows the Game End panel – shown when Ninja dies



Enemies: The enemies are the Barrel and the Ninja Star, it's automatically and randomly spawned at a different location on screen. The red Barrel on the ground is the most dangerous, it takes away 1.5 Heart from the Ninja when explodes. The green Barrel is the second dangerous Enemy in the game, it takes 1 Heart when Ninja comes in contact with it. Finally, the Ninja Star is the least dangerous enemy in the game, it takes away half a heart from the Ninja when collides.

Scoring: The player scores by how far the player can run. Every 0.6 seconds 5 meter is added to the score. A player can run as far as he can survive.

Sound Index: Sound is downloaded from:

http://macsn.yt-downloader.org/download.php?id=3dab822e88e8a7be9f27feedd1e046ea&d=_WTqEqTrjJ8

Art / Multimedia Index:

