Game Design Document

 1. Game Name : Cube Collector

 2.High Ptich: This game objective are collect red cube in our path without hit to the any object and win the game .

3. Platform: Desktop(Windows os).

4. Style : 3D game for entertainment purposes.

 5. Detaild Description: In game when user will open the game on thier main screen they will Start button for start the game user click on start button game will start. In next ui user will show cetrain Red, Blue, Green cube line or obstacle. User task is collect the red more cube without touch or hit any obstacle walls his aim are to win the game with more cube .
if user will hit any object so game will over on the place. User will show their final cube collect score on that screen they have option restart the game. It they want to play he will processed otherwise he will exist from the game.

6. Mechanics: In Mechanics keys are used for following purpose:
 i)<-- This key is used for to move left side.
 ii)-->This key is used for to move right side.
 Iii)^ This key is used for to take jump.

7. Game play : In game User task is collect the red more cube without touch or hit any obstacle walls his aim are to win the game with more cube .if user will hit any object so game will over on the place. User will show their final cube collect score on that screen they have option restart the game. It they want to play he will processed otherwise he will exist from the game.

8.Menu Flow:
Step1: First user will open the game they will see a start button to play game user click on the button and game will start.
 Step2: In 2 stage after start the game user task is collect the red cube with hit any game obstacle try to make more score.here user will use all mechanics keys to play the game link left arrow , right arrow, Up arrow etc.
Step3 : if user hit any obstacle game will over thier user will show they score with replay button.
Step4 : if user want to exist form game they will click on exist button game will exist their.

9.Addational details:
In this game when we collect cube for making intractive and user experience imprroving purpose for we are addting sound effect to my game.

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