



모래

모래

Yoonju Hwang

## Contents

Game Pitch .....	3
Objectives .....	3
Controls .....	3
Gameflow .....	3
Screenshots .....	4

## Game Pitch

- Give a summary of what your game is about. (Think about the summary on the back of the case of your favorite game.
  - It was a nice weather outside so player decide to go outside and walk around the town. Suddenly, Poop are coming from the sky like a snow. Can you survive from poop that coming from the sky?

Dodge Poop is a window application game developed by Unity. Players need tab with left click or right click on keyboard to move left or right.

## Objectives

- What are the goals of the game? What do you expect players to get out of it.
  - The goal of Dodge Poop is using left and right arrow keys to move characters to avoid poop from the sky.

## Controls

- How do players interact with your game? What are the button layout of your game? You can use visuals to assist in your explanation
  - Keyboard  
Movement: Left arrow or Right arrow key
  - Mouse  
Start Button: Left Click

## Game Flow

- What is the general flow of the game from start to finish? Think of how the interfaces, the windows, transfer into each other.
  - This game is a unity 2D game which has repeating several obstacles of poop and one background. Best Score will show your best score not your current score unless you got another best score.
  - There is no level Breakdown and user just need to break the best score.

## Screenshots

- Include screenshots, with captions, of the game.

