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| JERPOT |
| **JERPOT** |
| Version #1  All work Copyright © 2014 by JW Games  All rights reserved. |
| **[ Jeremy Whiteside]** |
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| October 31, 2014 |

[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

1. **Game Overview**

*(ensure you mention the goal of the game and how to win if applicable)*

1. **Game Play Mechanics**

*(how does your game work?)*

1. **Camera**

*(Point of View)*

1. **Controls**

*(Which keys does your game use? Does it use the mouse or a joystick?)*

1. **Saving and Loading**

*(Does your game include saving and loading? When? How?)*

1. **Interface Sketch**

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

1. **Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

1. **Game World**

*(Describe Your Game Environment)*

1. **Levels**

*(Describe Each of your game levels)*

1. **Game Progression**
2. **Characters**

*(Describe Your game avatar if applicable)*

1. **Non-player Characters**

(Describe Any Computer controlled Allies and how they work)

1. **Enemies**

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

1. **Weapons**

*(Describe any weapons available to the user)*

1. **Items**

*(Describe any in-game items that can help or hinder the user)*

1. **Abilities**
2. **Vehicles**
3. **Script**
4. **Scoring**
5. **Puzzles/Mini-games**
6. **Bonuses**
7. **Cheat Codes**
8. **Sound Index**

*(Include an index of all your sound clips)*

1. **Story Index**

*(Outline your game story here)*

1. **Art / Multimedia Index**

*(Include an index of all your graphic and video assets here)*

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

*(Include any future features that are planned to be implemented)*

# **Game Description**

My slotmachine is a fairly straightforward slotmachine. Yo

# Gameplay mechanics

The game is completely based off randomly generated numbers. The spin results, and the jackpot winnings are all determined by random numbers. The spin results are all determine by a random number between one and 65.

# Controls

The games is controlled purely by mouse interactions. The mouse is used to click on the bet buttons, to press the spin button, and to reset and pay-out at the end of the game. There are no keyboard inputs. The game works on a mobile device through the use of the touch screen, however it is not optimized for touch devices.

# Interface sketch

Asdasdasd

# Screen descriptions

Aasdas

# Scoring

Jerpot does not have a conventional scoring system, nor is it a score based game. The player’s balance is the equivalent of a score. With successful spins, your balance is increased, and with failed spins, your balance is gradually whittled down. There is no way of winning Jerpot; however, losing all your money is the equivalent of losing. When you lose all your money, the game alerts you that you are out of money, and will prompt you to either restart or quit the game.

# Multimedia index

## Reel elements

|  |  |
| --- | --- |
| bananasFigure 1: A banana | bar  Figure 2: A bar |
| bell  Figure 3: A bell | cherries  Figure 4: Cherries |
| grapes  Figure 5: Grapes | oranges  Figure 6: Oranges |
| seven  Figure 7: A 7 (completely unintended) | spin  Figure 8: The spin |

## Buttons elements

|  |  |  |
| --- | --- | --- |
| bet50  Figure 9: 50 credits | bet5000  Figure 10: 5000 credits | betMax  Figure 11: Maximum credits |
| Reset  Figure 12: The reset button | Spin  Figure 13: The spin button | Pay-out-big  Figure 14: The pay-out button |

## The slotmachine bachround

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| C:\Users\Owner\AppData\Local\Microsoft\Windows\INetCache\Content.Word\slotmachine-background.png |