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| APE GUN STUDIO |
| GAME2014ASSIGNMENT2 |
| **Game Development document** |
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卡通人物

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| Dec 12 2021 |

**Version History**

Nov 21st, 2021

Version #1.0

Dec 12, 2021

Version #2.0

1. **Game Overview**

*The goal is to reach the exit and score as many points as possible. It doesn’t matter how to do it. But defeating enemies, collecting gems during the course will give you higher scores.*

1. **Game Play Mechanics**

*Jump Jump Jump*

*Land on top of enemy to kill them*

1. **Camera**

*Side scroller camera.*

1. **Controls**

*WASD to move and Space to jump*

1. **Saving and Loading**

*The game will have a couple check points in the level.*

1. **Interface Sketch**

*For the main scene, as you can see. Score will be on the top left, and life count will be on the top right corner.*

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1. **Menu and Screen Descriptions**

*Main Menu:*

*Two buttons:*

*“Play” button to Main scene and “Tutorial” button to the tutorial scene.*

*图形用户界面

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*Game Over Screen:*

*A “Game Over” text and a button guide player back to main menu scene.*

*图形用户界面

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1. **Game World**

*It’s a world consists of many platforms floating in the air, lava at the button. One misstep, your character will burn to death.*

1. **Levels**

图片包含 游戏机, 飞机, 行驶, 橙子

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*My level for assignment2 part2 will start with a sliding platform that launches a box which will help player reaching the third platform. Followed by a two-way platform helps player reach a vertical moving platform. Then a rotating platform right under another two-way platform. And followed by a combination of sliding, rotating and normal platforms with a couple coins to collect in the way.*

1. **Game Progression**

*Game progresses by reaching the “EXIT” sign.*

1. **Characters**

*A blue alien astronaut named Kenney(named after the creator of this art pack).*

1. **Enemies**

*Angry slime: if play isn’t in its line of sight, it will patrol b/w two points on a platform. It will move over and attack player if player is in its line of sight.*

1. **Items**

*Coins and boxes.*

1. **Scoring**

*By killing enemies and collect gems.*

1. **Sound Index**

*01 - Opening*

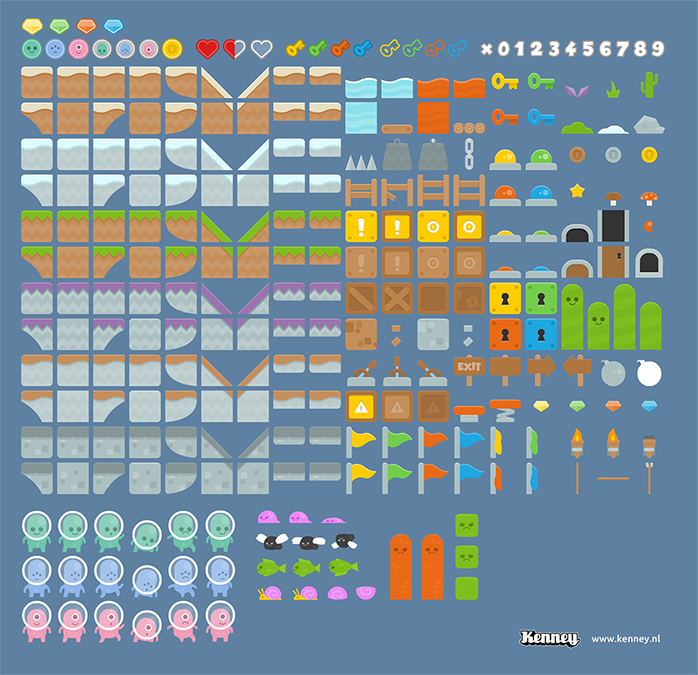
*08 – Overworld*

*20 - Game Over*

*25 - Finale*

1. **Art / Multimedia Index**

*Platformer Art Complete Pack by Kenney.nl*

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