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

描述已自动生成

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| Nov 21st 2021 |

**Version History**

Nov 21st, 2021

Version #1.0

1. **Game Overview**

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

*The goal is to reach the exit at the end within time given. 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**

*(how does your game work?)*

1. **Camera**

*Platformer camera.*

1. **Controls**

*WASD to move and Space*

1. **Saving and Loading**

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

*The game will include save and load. Game saves when player die or beat the game. But only Score will be saved if a leaderboard is made in the future.*

1. **Interface Sketch**

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

*For the main scene, as you can see. Score will be on the top left, timer will be on the top mid part and life count will be on the top right corner. All these are placeholders, they maybe or may not be upgraded(eg. Visualization or something).*

*电脑游戏的截图

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1. **Menu and Screen Descriptions**

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

*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 on the button. One misstep, your character will burn to death.*

1. **Levels**

*My level for assignment1 part1 will start with a static platform with a “!” crate and a few crates. Followed by an ice platform that placed a little bit higher with a slope that player will slide down. Then will be a moving platform(vertical) that will lift the player to a weigh balanced platform. And the final platforms are three combined. The first part will be static platform, but the middle platform will be a falling platform. After passing the “falling” bridge, the “Exit” sign will port player to the next level.*

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.*

*Angry bird: only patrols b/w two points(vertically or horizontally), player will -1 life if collide with player, will not follow player.*

1. **Weapons**

*No weapon for now.*

1. **Items**

*“!” crate to give random bonus items.*

*Gems for points and hearts for +1 player lilfe.*

1. **Abilities**

*Jump.*

1. **Scoring**

*By killing enemies and collect gems.*

1. **Bonuses**

*See “Items”.*

1. **Sound Index**

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

1. **Art / Multimedia Index**

*Platformer Art Complete Pack by Kenney.nl*

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

*Score board.*

*Multiple levels.*