

iOS Unity Game

Assignment-3

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AVATAR - CLASH

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

I. Game Overview

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

Our game name is Avatar Clash. The main goal is to survive all the enemies and gathering points.

II. Game Play Mechanics

(how does your game work?)

When the user start, He needs to collect points and survive from the bad guys.

III. Levels

(Describe Each of your game levels)

As user progress through each level, their difficulty increases with the movement of enemy, more hidden power, and more complicated stages.

IV. Camera

(Point of View)

Our game includes a 2D view as on X-Y axis.

V. Saving and Loading

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

The game starts loading when the user start to play the game. Rather then saving the game, the main aim is to how far the user reach to further level.

VI. Weapons

(Describe any weapons available to the user)

Points

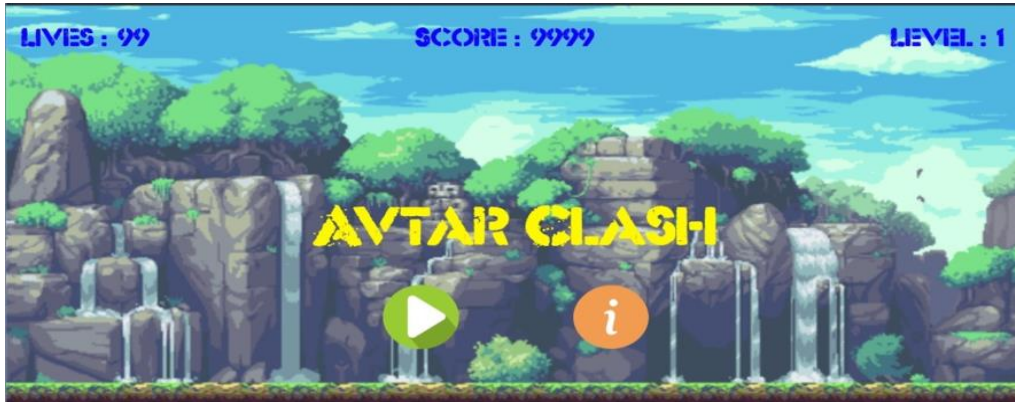
VII. Controls

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

- *Left touch screen,*
- *Right touch Screen,*
- *Jump Button*

VIII. Interface Sketch

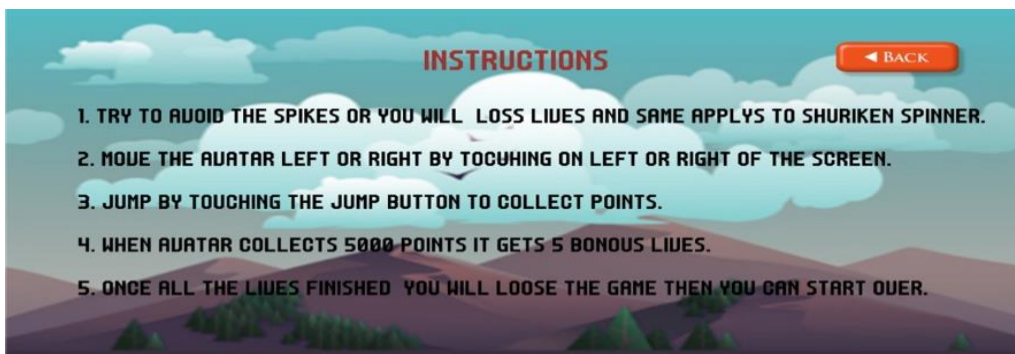
(What does the game interface look like? Provide a screen shot or sketch)



Home Screen



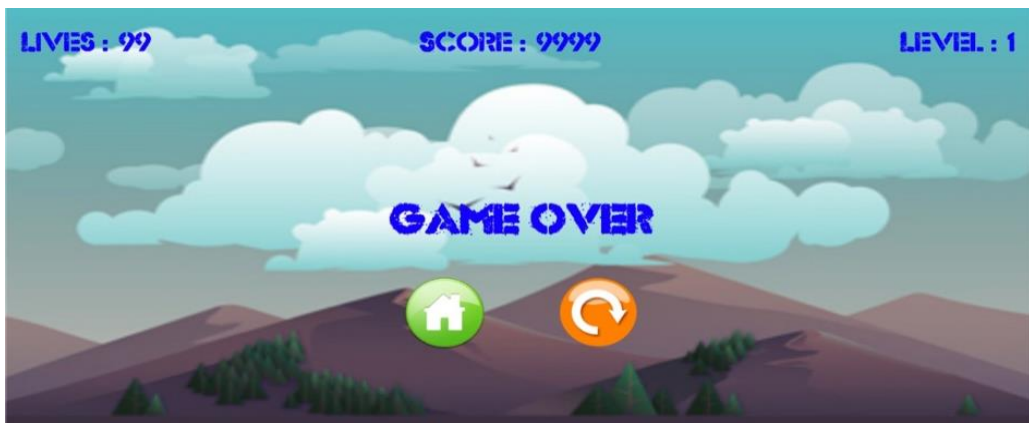
Level Screen



Instruction Screen



Main Screen



Game Over Screen

IX. Menu and Screen Descriptions

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

- *Instruction Screen*
- *Level Screen*
- *Main Game Screen*
- *Win Screen*
- *Game Over Screen*

X. Game World

(Describe Your Game Environment)

Its fairly sunny day and avatar is roaming casually when he encounters demons

XI. Characters

(Describe Your game avatar if applicable)

- Avatar – Hero

XII. Non-player Characters

(Describe Any Computer controlled Allies and how they work)

- Coins

XIII. Enemies

(Describe computer-generated enemies and boss monsters)

- Land Spikes
- Shuriken

XIV. Abilities

- Running

XV. Scoring

- When Coins are fetched Avatar gets 100 points
- When he reaches 5000 points it gets 5 additional lives

XVI. Sound Index

(Include an index of all your sound clips)

- Three Sounds are added
 - Coin Sound
 - Game Background Sound
 - Collision with demon sound