

Tap Space Bar And Win

Version 1.1

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Ver #	Date	Author	Change details
1.0	8/31/2015	Ming Chen	Wrote the first iteration of GDD
1.1	8/31/2015	Christopher	Changed the pictures for the game.

Overview

Tap Space Bar and Win is a simple but additive game. The purpose of building this game is to get familiar with Unity 5 and experience the whole game development cycle. Players will be impressed by how this small game can represent the nature of gaming.

Reference Games: None

Gameplay

Players will see the title and authors of the game when enter. The space bar will show up and wait for players input. Only tapping space bar can win the game. Tapping all other keys will lose the game. Then the game will exit gracefully.

Tap Space Bar and Win GDD © Ming Chen

Story

We don't need a story.

Art Style & Reference



We will use the pure game art.

Environment

The background should be dark or with starry night.

Modes

Game mode is a key tapping mode, where players will tap space bar to win or lose.

Levels

Only one level in this game. Tap space bar!

Tap Space Bar and Win GDD © Ming Chen



You Win!!!

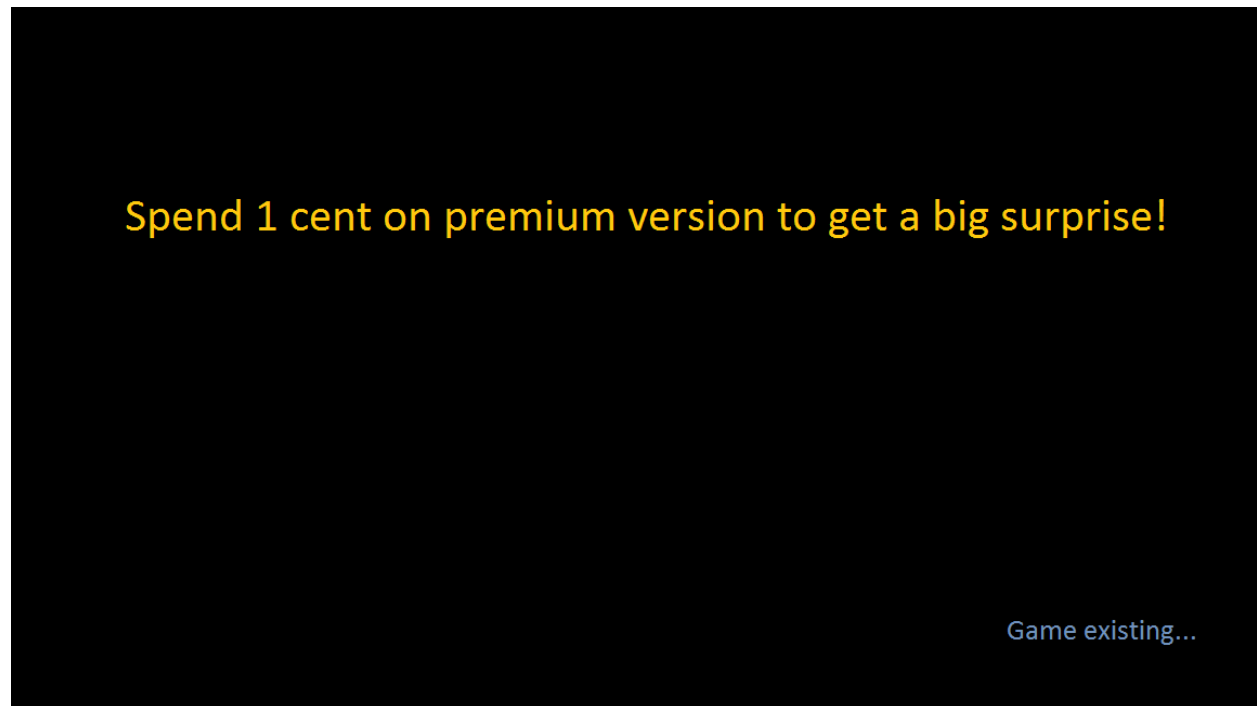
Or if players tap the wrong key, then...



You Lose!!!

You don't know where is the space
bar, do you?

Then the game will exit...



Premium Version

Players can spend 1 cent to buy our premium version. Players will have the freedom to choose whether repeat the game or exit the game.

Tap Space Bar And Win!!! (Premium)

By Christopher Thai & Ming Chen



Thank you for buying our game

You Win!!!

Again?

Exit

You Lose!!!

You don't know where is the space
bar, do you?

Again?

Exit