Abstract

[Draw your reader in with an engaging abstract. It is typically a short summary of the document.   
When you’re ready to add your content, just click here and start typing.]

GAME NAME  
Cross Platform Development

Author: <your name>

# Change Log

Updates made to the document should be described below.

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Author | Date of change | Description |
| 0.0 | AIE | 31/08/2020 | Initial Template created |
| 0.1 | Mara Dusevic | 9/08/2020 | Added feedback and general game description |
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# Development Environment

## Game Engine

Unity 2019.3.6f1

## Source Control

<https://github.com/mdusevic/CPD_UnityExercises>

## Third-Party Libraries / assets

|  |  |  |
| --- | --- | --- |
| Asset Name  License | URL | Reason for use |
| **Example:**  **Character Pack: Free Sample** Free –Unity Extension Asset | <https://assetstore.unity.com/packages/3d/characters/humanoids/character-pack-free-sample-79870> | Character asset use for main player in game. |
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# Game Overview

Brief description

## Genre

Describe your game genre

## Camera Perspective and Movement

Describe

## Platform

PC, VR, Mobile, etc. what are the requirements for deployment to each platform.   
Setup process has been outlined and detailed >

## Technical Goals

* Goal
* Goal
* Goal
* …

## Game Objects and Logic

A list of logical elements in the game, i.e. door, button, pistol, ammo, light, bullet, wall, character etc. and description of their behavior and purpose

# Controls

State the proposed control scheme for each platform

## 3.1 Windows / Web

Describe

## 3.2 Console / Xbox

Describe

## 3.1 Android / Touch

Describe

# Mechanics

A list of intended core game mechanics. I.e., what the player can do and how they achieve this, and what this will trigger in the game. For example, shooting enemies is a core mechanic in an FPS.

* **Shooting**how does it work, direction of bullets, damage speed etc.
* **Jumping**

how does it work, realistic, curved, double jump, how high?

* **Moving platforms**how or when do they move
* **Pressure plate**How does it work / active / inactive etc.
* etc…

## Hazards

These are items or areas in the game that are considered dangerous, eg: jump gaps, spikes, lava.  
Depending on your game, this may or may not be relevant.

## Obstacles

These are things in the game that move and can provide additional challenges to reaching your goals, might include “Goomba” from Mario.

## Items / Collectables

Things in the game that can be collected. Coins, health packs, weapons, powerups etc… eg, for space invaders, enemies might drop a powerup for the player to collect. How are the items collected? Player collision, are they shot at? Etc.

# Graphics

Describe graphics features here. I.e., is your game top-down 2D? What post processing are you using? Include perspective, art style, graphic features. Justify graphics selection.

# Audio

Describe audio requirements. Sounds Effects, Ambient music etc.

# Artificial Intelligence

Describe how your AI will works, i.e. state machine, fuzzy logic, GOAP. Describe the various behaviors

# Game Flow

## ‘Mission’ / ‘Level’ structure

If applicable. Are all levels stored in memory? what data is saved across levels, are levels loaded synchronously to prevent pauses?

## Objectives/Goal

What does the player try to accomplish on each level/mission? How is the players progress evaluated?

1. Levels

If any of the Levels require specific behaviors, describe those here. UML chats provided if applicable.

Level tiling tool use identified if relevant, use by designer discussed, how was it built

1. Items

List of items you can pick up that can affect the player. Include details on how items influence gameplay or AI logic.

# Interface

Make sure to address the differences needed per platform.

## Menu

What are the menu options, how is it presented to the player? Provide wireframe.  
How does this work for each input device chosen (keyboard/mouse, controller, touch)

## High scores

how is it presented to the player? Provide wireframe.  
How does this work for each input device chosen (keyboard/mouse, controller, touch)

## UI/HUD

What is involved in the UI/HUB, what information is being provided to the player. Mock up of intended UI/HUD design

# Progress report and feedback Meeting Minutes

## Friday 4th September

Describe state of project

* Thing
* Thing

Feedback from teacher and peers:

* Describe
* Describe
* Describe

Action Items:

* Describe
* Describe
* Describe

## Wednesday 9th September

Describe state of project

* Thing
* Thing

Feedback from teacher and peers:

* Describe
* Describe
* Describe

Action Items:

* Describe
* Describe
* Describe

## Thursday 10th September

Describe state of project

* Thing
* Thing

Feedback from teacher and peers:

* Describe
* Describe
* Describe

Action Items:

* Describe
* Describe
* Describe

## Friday 11th September

Describe what has been done since last time

* Thing
* Thing

Feedback from teacher and peers:

* Describe
* Describe
* Describe

Action Items:

* Describe
* Describe
* Describe