# LOST DOG - GAME DOCUMENTATION

Game creator and developer: Badnjevic Meho

1. MAIN CHARACHTER AND STORY

Main character of game and story is a boy that lost his dog, which was also hist best friend. His goal is to find the dog while coming across many enemies and hard roads.

There are three different kind of enemies:

1. Turtle which is slow but has shield
2. Centipede which is really fast
3. Big monster which has shield and it is considered as mid-fast

This version is considered as demo version, because in original plan there are 3 or even 4 different levels.

1. GAMEPLAY

The game is planed and made as 2D platformer, so the controls were made simple. Arrow keys up, down, right and left are used for moving our boy around in his way of finding a dog.

Also, there is game over and game winner screen implemented depending on success or failure in a game.

1. GAME GRAPHICS AND ANIMATIONS

Game was made using GODOT engine and using GDScript. Animations found in the game are free source from Pixel2DArt, but from one source but combined from many and imported by developer of the game.

Game was targeting for people’s quick enjoy in some game, on break or other situation. Also, game is playable by any age, including children and elder.