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| MagiZ GamES |
| Survivor |
| **Simple 3D Game** |
| Version 1  All work Copyright © 2012 by MAGIZ Games.  All rights reserved. |
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| May 16th 2012 |

**Table of Contents**

Content

[Version History 3](#_Toc445494296)

[Game Design 4](#_Toc445494297)

[Game Overview 4](#_Toc445494298)

[Game Play Mechanics 4](#_Toc445494299)

[Camera 4](#_Toc445494300)

[Controls 4](#_Toc445494301)

[Interface Sketch 5](#_Toc445494302)

[Screen Descriptions 6](#_Toc445494303)

[Game World 6](#_Toc445494304)

[Characters 7](#_Toc445494305)

[Enemies 7](#_Toc445494306)

[Scoring 7](#_Toc445494307)

[Sound Index 7](#_Toc445494308)

[Art / Multimedia Index 8](#_Toc445494309)

**GitHub : https://github.com/pegasus57/GameAssignment3**

# Version History

Version1: Create the Main scene and add player camera

# Game Design

## Game Overview

*As a player, you are a Survivor of a nuclear explosion, u need to get materials and foods to survive. The more materials and foods you collect, the more score you will get.*

*Also you will meet many monsters which are created by the nuclear explosion.*

## Game Play Mechanics

*You may have 5 lives, and if you touch an enemy, the number lives will minus 1. If it becomes 0, game will over.*

## Camera

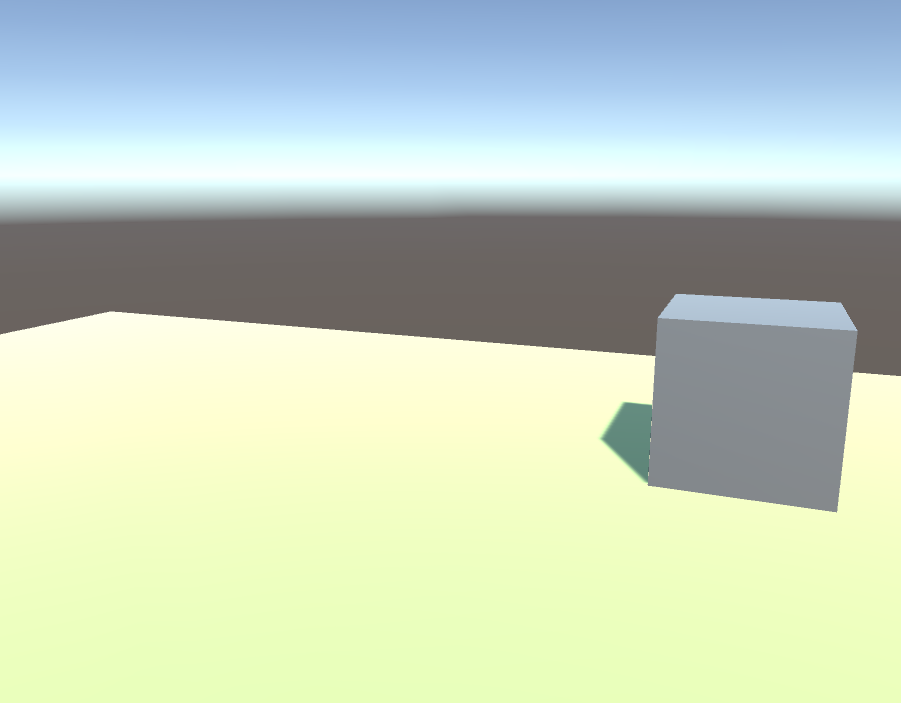
*3D FPS*

## Controls

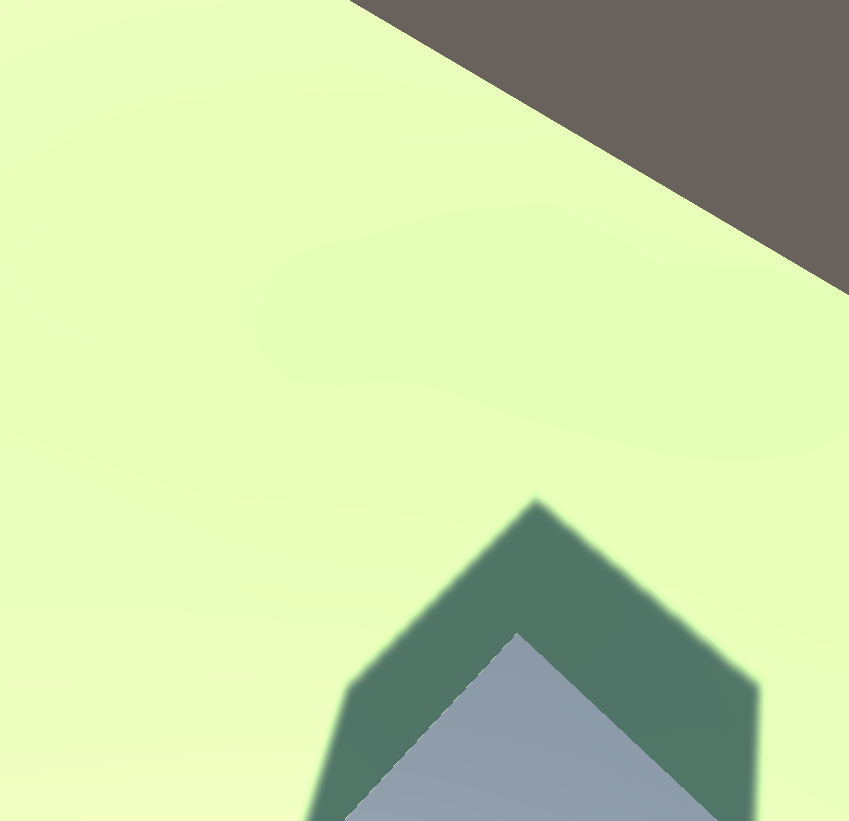
*WASD and Space of User’s Keyboard to control movement*

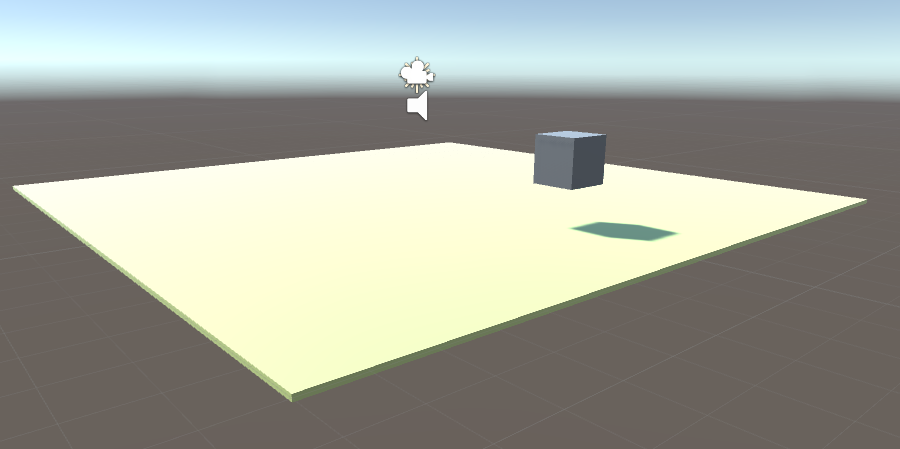
*Mouse to control camera*

## Interface Sketch



*Stand on the top pf a cube:*





## Screen Descriptions

**When User is playing, there is a lives label on the left corner of top to show user how many lives left,**

**And there is a score board on the right corner of top to show user how much score they have got.**

## Game World

*As a player, you are a Survivor of a nuclear explosion, u need to get materials and foods to survive. The more materials and foods you collect, the more score you will get.*

*Also you will meet many monsters which are created by the nuclear explosion.*

## Characters

## Enemies

## Scoring

Score goes up by collect foods and materials and kill enemies

## Sound Index

Pick up: pick up sound

Hit enemy: hit sound1

Be Hit: hit sound2

Game music: To Zanarkand

## Art / Multimedia Index

Some of those assets may will be used

