Design Brief of *pbateman\_platformer*

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# Description

You will be able to walk, run, crouch, jump, double jump to navigate maps while avoiding deadly obstacles. You will have to collect keys to open doors, coins for score and even hidden objects. You can take your time or try and set a score to beat . There are no enemies, just puzzles and obstacles.

# Genre

Platformer

# Core Game Mechanics

* Jumping over obstacles
* Jumping up walls
* Avoiding obstacles
* Collecting treasures
* Unlocking areas

# Hook / Fun Factor

* Successfully timing jumps
* Collecting items and coins
* Finding Hidden non required objects
* Solving Puzzles
* Finishing levels with a shorter time than their friends

# Number of Levels

* 1 maybe 2 for starters

# Development Time

4 weeks

# Milestones and Key Dates

* Start date – 29 April 2019 October 2018
* Main production (normally you would split this up in to many tasks such as various stages of art and programming, but for a simple assignment you can group it under one heading)
* Feature cut off point ( when to decide if you’ve run out of time for some of your features, and which to keep. Probably cut anything not started ) – 5 November 2018
* Final stages of production (when you finish your remaining features and anything else left undone, again normally this would be split into sections but for this simple project can be one group heading)
* Bug fixing and polish point – 19 November 2018
* Project finish date – 27 May 2019

# Software Tools

* Unreal
* Audacity
* Photoshop / Gimp
* Snipping Tool
* Microsoft Word, Excel