Pierre Kharat, CS 583 Spring 2019

A Little Adventure

GAME DESIGN
DOCUMENT

Game Overview

Title: A Little Adventure
Platform: PC Standalone
Genre: Adventure-based
Target: Casual gamer

Concept

A Little Adventure sets the player in a small fantasy world, where he or she is tasked with defeating all enemies and unlocking all treasure chests to advance to the next level and ultimately complete the game.

Objectives

Level 1: This is designed to get the player started. All he or she must do is move toward to and unlock the chest to advance to the next level.

Level 2: In this level, the stakes are a little higher. The player must defeat three enemies and unlock the chest to complete the game.

Gameplay

Controls: Z – unlock chest (when near), X – attack enemy, Esc – pauses game

Characters

Main character: The player controls the main character of the game.

Skeleton: Enemy for the player to defeat.

Credits

Tiny Adventure Pack - https://opengameart.org/content/tiny-adventure-pack
    -Includes sprites for characters, enemies, and objects, and sprite sheets
     for animations

Music - https://opengameart.org/content/woodland-fantasy
    -Background music, plays during game

Scripts, Prefabs, & Animations – Myself
    -I personally wrote all scripts, and used sprites and sprite sheets to create
     prefabs and animation files