Video Arcade

Game Development Document

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Game Overview:

Game Concept:

This is a collection of projects that I have partially completed because of various lessons, or projects that I wish to complete.

Genre:

Mostly action with the exception of Archon and Star Trek. Archon is mixed between turn and action-based. Star Trek is turn-based.

Target Audience:

All ages and genders.

Game Flow Summary:

The player will be able to choose between the various games.

Look and Feel:

Retro – Late 70’s – Early 80’s Arcade.

Gameplay and Mechanics:

Gameplay:

Game Progression:

At this level of the game, there is no progression. Each individual game will have progression.

|  |  |  |
| --- | --- | --- |
| 2.5 Platformer | X - None |  |
| Archon | X - None |  |
| Asteroids | X - None |  |
| Battlezone | X - None | wireframe tank game |
| Block Breakers | Game Collections | Breakout |
| Bomber | X - None | side scroller |
| Combat | X - None | tank game |
| Delivery Driver | Game Collections |  |
| Frogger | X - None |  |
| Glitch Garden | Game Collections |  |
| Laser Defender | Game Collections | Galaga |
| Lunar Lander - Space Captain | X - None |  |
| Missile Command | X - None |  |
| Moon Patrol | X - None |  |
| Pinball | X - None |  |
| Pong | X - None |  |
| Sea Wolf | X - None |  |
| Snow Boarder | Unity |  |
| Space Shooter Pro | Unity |  |
| Space Simulator | Unity |  |
| Spy Hunter | X - None |  |
| Star Trek | X - None |  |
| ZigZag | Game Collections |  |

Mission/Challenge Structure:

N/A

Puzzle Structure:

N/A

Objectives:

N/A

Play Flow:

N/A

Mechanics:

Physics:

Default

Movement in the Game:

Standard player controller

Objects:

Various arcade consoles

Actions:

Activate various consoles to play the games

Combat:

N/A

Economy:

N/A

Screen Flow:

When a console is activated, the scene changes to the appropriate game

Game Options:

Replaying and Saving:

Each game will have its own options

Cheats and Easter Eggs:

None at this level

Story, Setting and Character:

Story and Narrative:

?

Game World:

A videogame arcade

Characters:

Player – Will be first-person, so never seen.

Levels:

Levels:

N/A

Training Level:

N/A

Interface:

Visual System:

A single dot in the center of the screen to show aim point for activation

Control System:

Keyboard, Mouse, Controller

Audio:

N/A

Music:

Theme music for each video console as the player approaches

Sound Effects:

Footsteps

Help System:

Hovering over each console will give a brief description of the game

Artificial Intelligence:

Opponent and Enemy AI:

N/A

Non-Combat and Friendly Characters:

N/A

Support AI:

N/A

Technical:

Target Hardware:

PC

Development Hardware:

PC

Development Software:

Unity, Corel Draw, Draw IO, Trello, GitHub, Audacity, Blender, SQLite

Network Requirements:

N/A

Game Art:

Key Assets:

Arcade

Videogame Consoles

Intended Style:

Retro 70s/80s Video Arcade