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| Reidco. |
| To Boldy Go… |
| **Star Trek Themed Side-scroll Shooter**  **Reidco. here**  **Insert a Company Logo here** |
| Version 0.1  All work Copyright © 2012 by XX Games.  All rights reserved. |
| **Williams, Reid** |
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| April 7th 2020 |

**Table of Contents**

[Your Table of Contents should go here. Make sure that your document’s sections are hyperlinked to their corresponding pages.]

**Version History**

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

1. **Game Overview**

*(ensure you mention the goal of the game and how to win if applicable)*

1. **Game Play Mechanics**

*Side-Scroller player movement mechanic.*

*Proton Torpedo destroys enemy ships to gain score.*

*Player Navigates through space.*

1. **Camera**

*Side-Scroller*

1. **Controls**

*W-A-S-D : Player Movement.*

*Space: Proton Torpedo*

1. **Saving and Loading**

*TBD*

1. **Interface Sketch**

*TBD*

1. **Menu and Screen Descriptions**

*TBD*

1. **Game World**

*Space the final frontier. These are the voyages of the Starship Centennial. Its continuing mission to seek out high marks and new learning techniques. To boldy go where no one has gone before.*

1. **Levels**

*Level 1 – Space*

*3 Enemy waves and 1 boss wave.*

1. **Game Progression**

***Level by level***

1. **Characters**

*Picard or Kirk? Is that even a question…*

1. **Non-player Characters**

TBD

1. **Enemies**

*Klingon Bird of Prey*

*Borg Cube*

1. **Weapons**

*Proton Torpedo*

1. **Items**

*Coins*

*Health packs.*

1. **Abilities**
2. **Vehicles**

*TBD*

1. **Script**

*TBD*

1. **Scoring**

***On enemy kill.***

***On coin collect.***

1. **Puzzles/Mini-games**

**TBD**

1. **Bonuses**

**TBD**

1. **Cheat Codes**

**TBD**

1. **Sound Index**

*(Include an index of all your sound clips)*

1. **Story Index**

*(Outline your game story here)*

1. **Art / Multimedia Index**

*(Include an index of all your graphic and video assets here)*

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

*(Include any future features that are planned to be implemented)*