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| Presents: |
| The Wandering Swordsman |
| **“payday”** |
| Version #01  All work Copyright © 2022 by team awesome! Games.  All rights reserved. |
| **Produced by**  **Scott "RockCat" Davis** |
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| May 16th 2012 |

**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.]

* **Game Overview**

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

* **Game Play Mechanics**

*(what your player can do in the game?)*

* **Camera**

*60degree isometric. moves with the character*

* **Controls**

*(Which keys does your game use? Does it use the mouse or a joystick?)*

* **Saving and Loading**

*(Does your game include saving and loading? When? How?)*

* **Interface Sketch**

*(What does the game interface look like? Provide a screen shot or sketch)*

* **Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

* **Game World - CREATIVITY!**

*1400 japan, forests, mountains, villages*

* **Levels**

*village to village will be a level*

* **Game Progression**
* **Characters**



**The wandering swordsman is an old man with a beard. he is frail looking, however he can kick your butt.**

* **Non-player Characters**

villagers and merchants.. give you quests and moneys.

* **Enemies**

bandits, theives. gunslingers, ninja

a demon end boss that is near impossible

* **Weapons**

*katana that has bwwn passed down for generations*

* **Items**

*alcohol, potions, food*

* **Abilities**

**slashs, charged slashes**

* **Script**
* **Scoring**
* **Puzzles/Mini-games**
* **Bonuses**
* **Cheat Codes**
* **Sound Index**

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

* **Story Index**

*(Outline your game story here)*

* **Art / Multimedia Index**



* **Design Notes**

*(Include additional design notes here)*

* **Future Features**

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