|  |
| --- |
| bijligames  A picture containing text  Description automatically generated |
| EGGO WORLD |
| **[“Insect Alien Invasion”]** |
| Version 1.0.0  All work Copyright © 2022 by BijliGames.  All rights reserved. |
| **[Pritpal Singh Grewal]** |
|  |

|  |
| --- |
| October 16th 2022 |

**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**

Version1.0.0

Created basic design level, character animations, camera Movement.

1. **Game Overview**

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

Eggo world is about alien invasion in eggo universe. You are a an Eggo soldier, who is on the mission to save the planet and its citizens from the alien insects. These alien insects like eggo meat and blood. The leader of these insect is a former citizen of Eggo planet. Who became greedy and searching for a powerful gem that will make him King of eggo world and universe. Our soldier must stop him.

1. **Game Play Mechanics**

*(how does your game work?)*

Game starts from Eggo’s hometown, game introduces player some basic mechanics like jumping and walking. Game introduces death spikes and some moving platforms. Game has some stationary enemies attached to the ceilings upside down.

1. **Camera**

*(Point of View)*

It’s a platformer game, camera follows the player in horizontal movement only.

1. **Controls**

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

Game uses keyboard key like arrow keys for movement and spacebar key for jumping.

1. **Saving and Loading**

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

Games get saved at checkpoint which are displayed as flags. Game loads at these checkpoints only, however if the player dies from enemies or death spikes, game will reload the entire scene.

1. **Interface Sketch**

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

1. **Menu and Screen Descriptions**

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

1. **Game World**

*(Describe Your Game Environment)*

1. **Levels**

*(Describe Each of your game levels)*

1. **Game Progression**
2. **Characters**

*(Describe Your game avatar if applicable)*

1. **Non-player Characters**

(Describe Any Computer controlled Allies and how they work)

1. **Enemies**

*(Describe computer-generated enemies and boss monsters)*

1. **Weapons**

*(Describe any weapons available to the user)*

1. **Items**

*(Describe any in-game items that can help or hinder the user)*

1. **Abilities**
2. **Vehicles**
3. **Script**
4. **Scoring**
5. **Puzzles/Mini-games**
6. **Bonuses**
7. **Cheat Codes**
8. **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)*

* Menu screen
* Basic AI
* More enemies and levels
* More mechanics like keys opening doors etc.
* Reload of the main scene once character dies.
* Audio effects.
* Music