

Group Name

RealNex

Game Name

Ninja Game

Team's Names

Abrahym Sharf Eldden

Edmund Lam

Hao Zhang

Laila Atef

Shanna Benammar

Overview

Style game is 2d.

Game is a third person shooter platformer game .

Narrative

Premise

The game takes place in the dark cave.

Characters

Ninja is the main character in the game (player)

Bats are the enemies characters in the game.

Plot

The game is a third person shooter. There is a ninja that is being attacked by bats in a cave and he uses his star weapons to shoot and uses melee attack to kill the enemies(bats) to save his life .

Art

Concept Art

The concept art the game design in the cave there is a dark blue background with shadows and black rocks around the player .

Characters

Ninja is human with red hair and wearing a blue mask and red scarf around his neck, he is carrying a sword.

The Fly bat's color is pink.

Environments

The environment in the game it's natural the player walks inside the cave and around him black rocks and flying pink bats. The player also walks in solid gray ground.

User Interface

The interface in the game's main menu includes four circle green buttons with a gold edge and background village with small yellow houses and green ground and blue sky.

Mechanics

Movement and Actions

The player movement in the game allows the player to walk left and right, and jump.

The player tries to run away from the bats and he tries to kill the bats by throwing star weapons.

The Enemy flying- coming from a random location in a certain range to hit the player(Ninja).If they hit the player he will die so it will be game over.

Rule

Win condition if the player kill all the enemies

Lose condition if one of the enemies attack the player

score requirement

When the score reaches the requirements,win the game but not end the game.

Screens

Main Screen includes four buttons (pause button-play button-question mark button-exit(x) button).

Setting Screen to set the Music volume and effects.

Game screen that show the game stage

Objectives

The Objective in the game is The player(Ninja) has to kill all the bats(enemies) in the cave those are attacking him by using his star weapons to shoot and kill them and win in the game.

Obstacles

The obstacle the player faces in the game is when the bats come randomly from different locations that make the player can not easily kill the enemy.

Physics Items

Item in the game star weapons to kill the enemy.

Technical

Development Standards

Unity version 2019.2.17- 2d

Development programmer by using C# language scripts each script has a task to do in the game and using Cinemachine Asset Package.

The Scripts we used : Audio Setter script - Bat(Enemy) script - Enemy spawn script - Kill script - Music script - Ninja (player) script - Ninja Movement script - physical object script - PlayerPlatformerController script - Scene Changer script - Settings Loader script - Setting Manager script - Despawner script - GameOver script - NinjaDeath script - QuitButton script - stopMove script -ShootProjectile script - weaponController script - PanelOpener script - MusicController script

Interface

Controls

The controls in the game

“Space” key - move the character to jump

“Left” Key - move the character to the left

“Right” Key - move the character to the right

Slider for Music Volume

Slider for Effect

“Enter” Key - Melee-Attack

“Left Mouse Button”(LMB) to Throw shurikens(star)

Visual System

The Camera is center in the game

Audio

Sound Effects

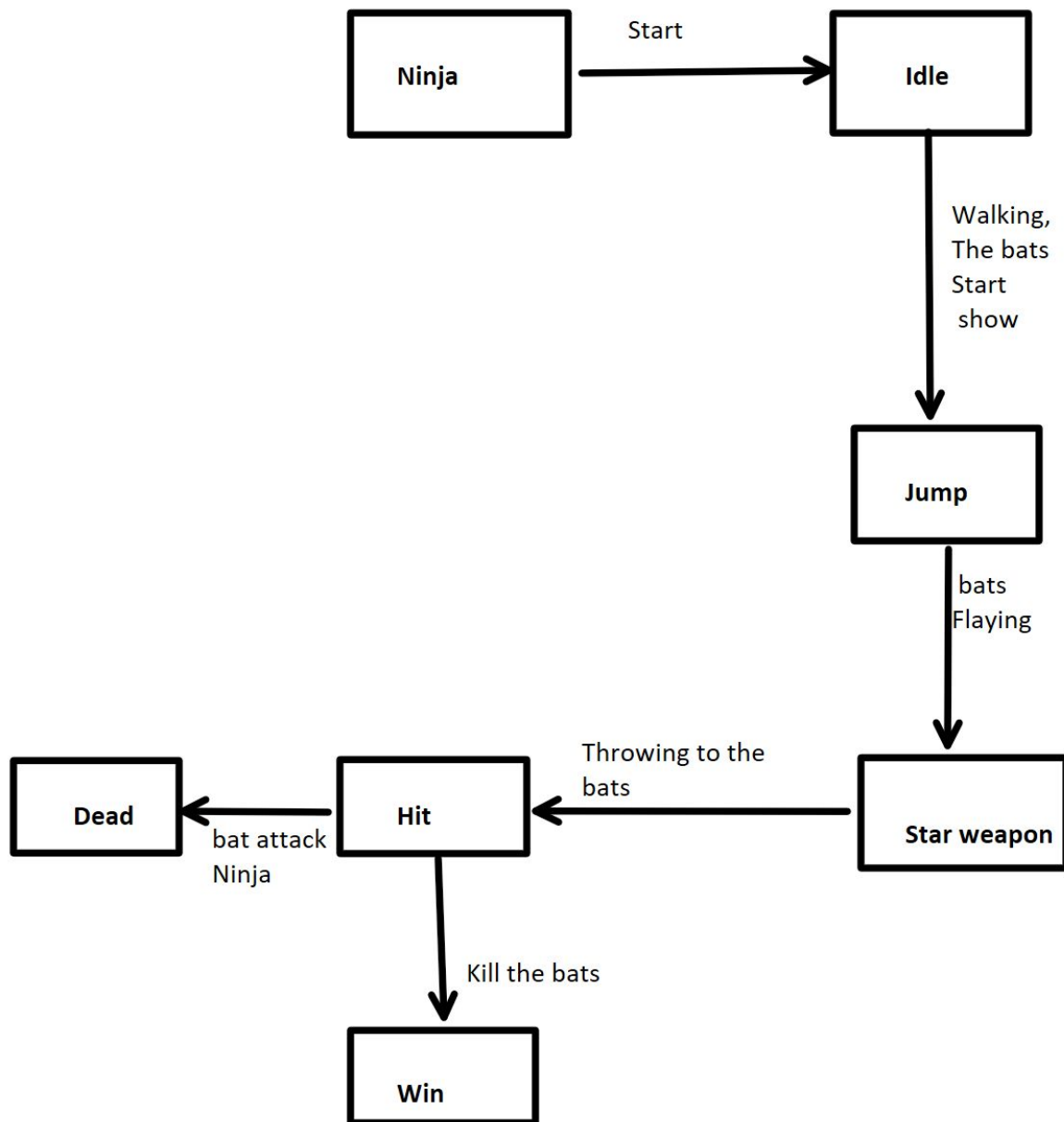
Sound effects in the game the player can control.

Music

The Music in the game is Motivation music It makes the player play the game with enthusiasm.

The music starts when you click the play button to play the game.

Mechanic diagram



Roles:

Abrahym Sharf Edden

- Participated in game related meetings.
- Assisted in the design of the game.
- Added weapon throwing and collision with bats and floor.
- Tweaked some of the GUI to be more complete.
- Added the Scoring System

Edmund Lam

- Participated in all game related meetings
- Assisted in the design of the game
- Designed and developed all/most game GUI features
- Designed and developed the Menu & Setting scenes

Hao Zhang

- Designed and developed enemies for the game
- Participated in all game related meetings
- Assisted in the design of the game

Laila Atef

- Designed and completed the game design document
- Participated in all game related meetings
- Assisted in the design of the game

Shanna Benammar

- Participated in all game related meetings
- Assisted in the design of the game
- Designed and developed Ninja character for the game
- Assisted in GUI development
- Added music
- Added Cinemachine camera