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| MATT GAMES |
| Street Adventure |
| **[Assessment2]** |
| Version #5.4  All work Copyright © 2018 by Matt Games.  All rights reserved. |
| **[Matt(Xi) CHEN]** |
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| July 29th 2018 |

**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)*

**The protagonist is a lonely hero who is framed, avoiding the chase of the police at high speed, smoothly avoiding vehicles and holes, and eating the badge to get higher points.**

1. **Game Play Mechanics**

*(how does your game work?)*

**Control the hero or motorcycle with the mouse, avoid the police car and the hole, eat the badge to get points.**

1. **Camera**

*(Point of View)*

**Top view**

1. **Controls**

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

**Use the mouse control the game. Left and right.**

1. **Saving and Loading**

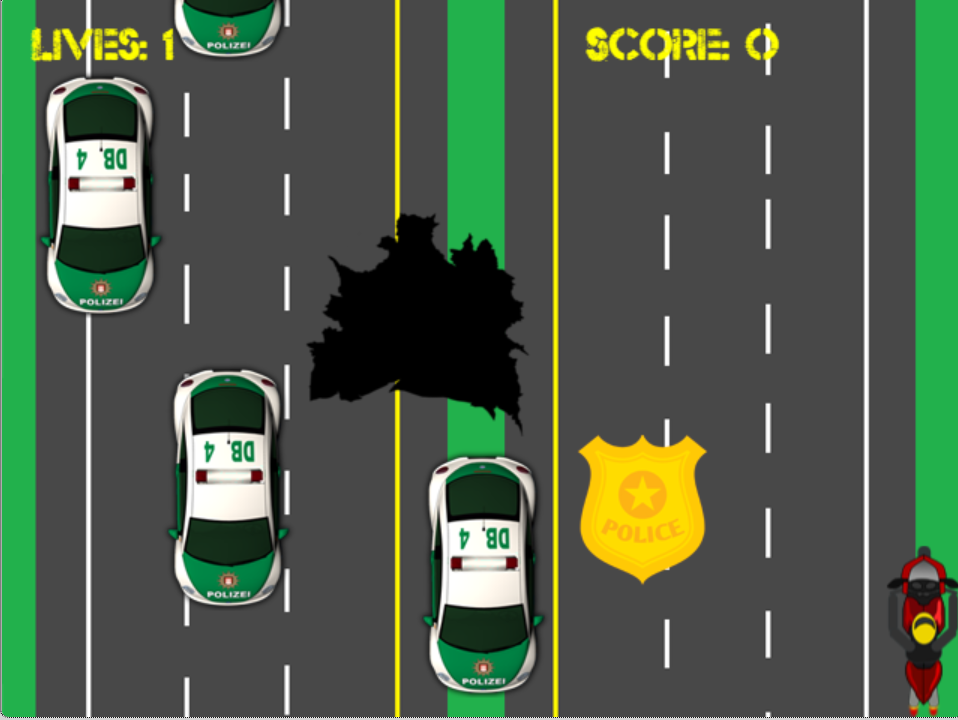
*(Does your game include saving and loading? When? How?)*

**This game saves the record and reads the highest record at the end of each game.**

1. **Interface Sketch**

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

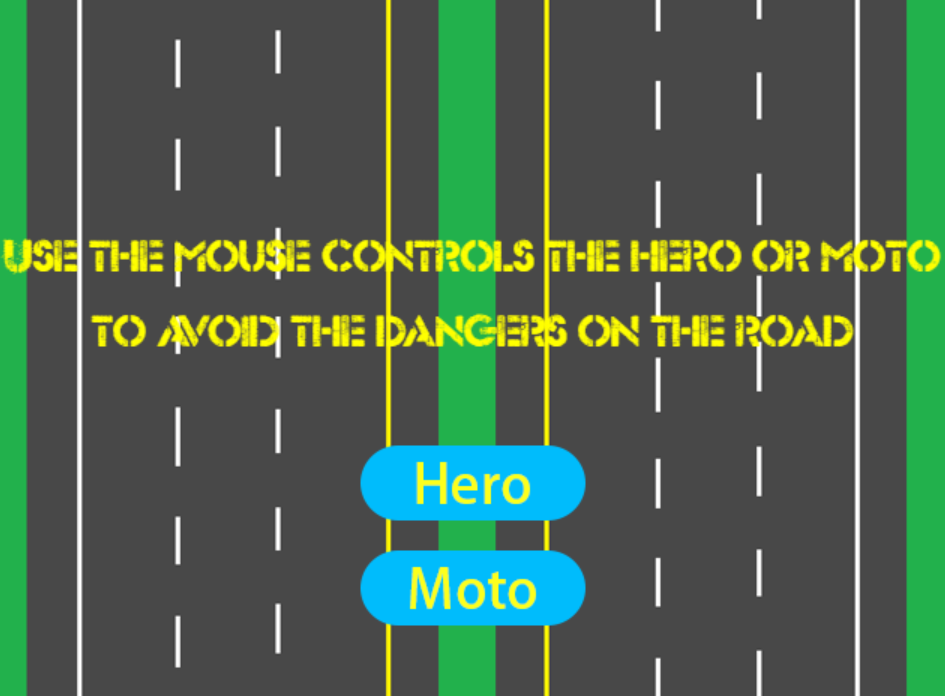


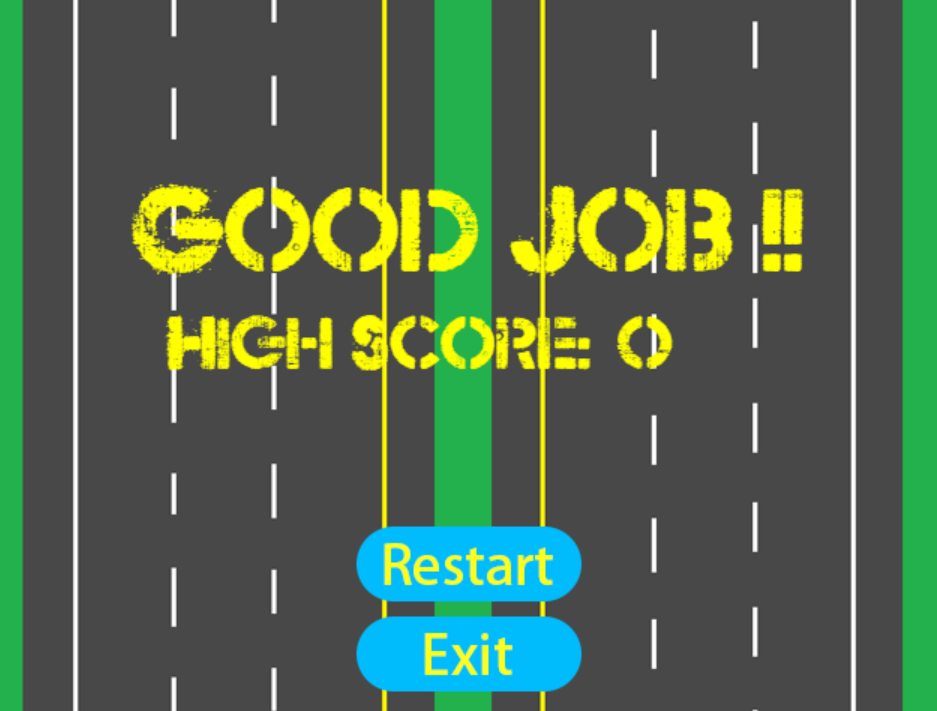


1. **Menu and Screen Descriptions**

*(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)*