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| TAPIOCA GAMES |
| Johnny World |
| Johnny World Game specs |
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| **Thiago Andrade** |
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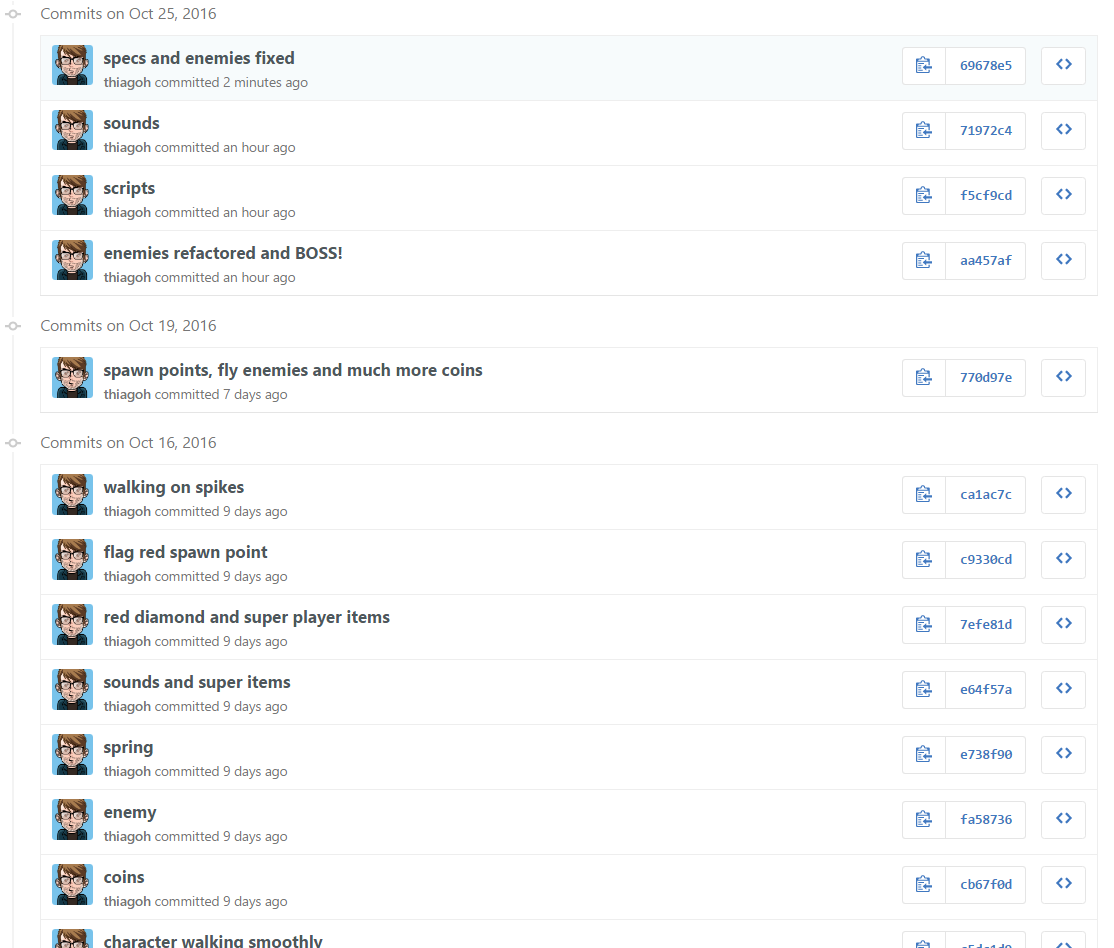
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| Oct 22th 2016 |

**Table of Contents**

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**Version History**

Github Link: <https://github.com/thiagoh/johnny-world>



[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**

*The game is about an Alien called Johnny who lives in a danger World and face a lot of challenges everyday against enemies who want to kill him. His main objectives are keeping himself alive and killing the Giant Alien Boss who wants to govern his world.*

1. **Game Play Mechanics**

*Johnny has to go over the platforms collecting coins which can keep him alive. Killing the enemies around the scene is optional but there are some enemies which blocks the way to a coin or diamonds, so might be a good idea trying to kill them to collect as much coins as you can. Spikes are all over the world and might hurt Johnny if he touches them.*

*Red diamonds gives super powers to Johnny and he gets immortal for some seconds, which can be used to run and kill as much enemies as you can.*

*To kill the enemies Johnny has to jump on their heads but if he touches the body of the enemies he might get hurt as well, so, be careful!*

*Johnny is like a cat, but has more than 7 initial lives!*

*The Giant Alien Boss has three lives, jumps randomly and runs faster than Johnny sometimes. It’s really a hard challenge killing him. You’ll need a lot of patience.*

1. **Camera**

*2D game, scroller platform point of view.*

1. **Controls**

*The game is playable only by keyboard using W(jump) A(left) and D(right).*

1. **Saving and Loading**

*The game does not saves nor loads at anytime.*

1. **Interface Sketch**

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1. **Game World**

*The world is an open field of grass.*

1. **Levels**

*There is only one level in the game.*

1. **Game Progression**

*The game does not progresses as there is only one level*

1. **Characters**

*Johnny is the main character of the game and he is our hero.*

1. **Non-player Characters**

Not applicable

1. **Enemies**

*Alien enemies and the Giant Alien Boss. There are fly enemies but these cannot be killed, just avoided.*

1. **Weapons**

*Johnny doesn’t have weapons, only your legs, jumps to kill the enemies. Super power is achieved through Red Diamonds and lasts for a few seconds.*

1. **Items**

*Silver Coins, Gold Coins, Red Diamonds, Flags (check points)*

1. **Scoring**

Johnny gets points by killing enemies.

1. **Sound Index**

* **Jump**
* **Hurt**
* **Dead**
* **Coin**
* **Game over**
* **Super Power background song**
* **Main background song**
* **Boss phase background song**
* **Finish Game background song**

1. **Art / Multimedia Index**

