

Freddy, the Aviator

'The Flying Dog' - Will Rodrigues

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Freddy, the Aviator

Game Overview

Title: Freddy, the Aviator Platform: MAC Standalone

Genre: Arcade Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: November, 2020 Publisher: Will Rodrigues Inc.

Description: Freddy, the Aviator is a scrolling game where you will control the most charismatic dog in this aerial adventure. Help Freddy to fly through the obstacles and score the most possible points.

Objective:

The objective of *Freddy, the Aviator* is to score the highest in an infinite game system. Similar to the Google Chrome dinosaur game or the Flappy Bird.

Genre: Arcade-style, with left to right scrolling simulation.

Similar Games: Flappy Bird and Google Chrome's Dinosaur game.

Character: Freddy is a white 7lbs poodle-bichon. He is 3 years old, and loves to travel.

Game Rules: When an obstacle is overcome, the player scores 1 point. If *Freddy* hits an obstacle or the floor it is Game Over.

High Concept: *Freddy, the Aviator* sets the player in an Adventure where he/she controls Freddy" plane to pass through infinite obstacles. These obstacles come in a shorter interval when time passes, making the adventure harder.

Unique Selling Points: Very addictive. Charismatic character. Casual gaming.

Platform requirements: PC or MAC

Windows or MacOS

Anything made after 2000, should be enough.

Game Structure:

- Level 1
 - Main Menu → Endless Gameplay → Gameover Screen

Game Play: The player just needs to press a keyboard or mouse button to keep the main character flying through the scene and avoid the obstacles. The longer the player can fly, the higher will be the score.

- Game Controls:
 - Spacebar on keyboard, OR
 - Left button on mouse
- Game Camera:
 - The camera is static. The obstacles come from right to left, simulating the plane movement. The plane moves just on the Y-axis.
 - The obstacles and floor have a different movement speed to the background. To give a parallax effect and improve the movement perception.



HUD:

Score: Indicates the amount of obstacles that Freddy has passed through.



 GameOver: Indicates that Freddy crashed the plane and the best score ever achieved.



Player:

- Player Character
 - Freddy is an adorable dog that loves to travel and is piloting his own plane in this adventure. Now he needs to pass through all obstacles to reach his next destination





- Player States
 - Flying: When the plane is moving from left to right and going down.
 - o Crashed: When the plane crashes.

Obstacles:

• The plane cannot touch the obstacles or the floor. When it happens is gameover.



Art:

 The game takes place in a field where it is possible to see Freddy flying his airplane and obstacles coming.



Audio:

- Music: it is an adveturitic song to place the player in the desired mood.
- Score Sound: Freddy barks when he pass through an obstacle.

Bibliography:

The game is be designed 100% with self-made scripts and image assets. Music and Sounds will respect Creative Commons licenses.

Image #1 - Main Menu Background

url: Self made date: sep 25, 2020

licence: cc

Image #2 - Simple Background

url: Self made date: sep 25, 2020

licence: cc

Image #3 - Buttons url: Self made date: sep 25, 2020

licence: cc

Image #4 - game Background

url: Self made date: nov 20, 2020

licence: cc

Image #5 - obastacles

url: Self made date: nov 20, 2020

licence: cc

Image #6 - plane (and variations)

url: Self made date: nov 20, 2020

licence: cc

Image #7 - Splash photo

url: personal photo date: nov 20, 2020

licence: cc

Image #8 - Splash texts

url: self made date: nov 20, 2020

licence: cc

Image #9 - SDSU logo

url: https://www.vhv.rs/viewpic/iixbmom_san-diego-state-aztecs-logo-png-transparent-san/

date: nov 20, 2020

licence: Personal Use Only

Sound #1 - barkScore

url: https://www.freesoundeffects.com/mp3_89450.mp3

date: nov 15, 2020

licence: CC

Sound #2 - Song

url: https://soundcloud.com/llexieboy/quirky-dog

date: nov 14, 2020

licence: CC