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| 2D Platformer |
| **“Me-tr-oid-vi-nia”** |
| Version #0.5 |
| **[Yuexiang Zhang 300794888]** |
|  |

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| July 31st 2017 |

**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**

Version:0.5: Completed July 31.

1. Created character’s basic animations.
2. Background and Game concept.

[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**

It is a truly ambitious metroidvania game which includes many platforming elements as well as an ARPG feel and looting mechanic, all in a side-scrolling presentation.

1. **Game Play Mechanics**

*The player controls Megaman Dark Zero, who uses his laser sword slashes his enemies. Dark Zero can jump, dash, jump&dash to dodge enemies’ attacks. Player can pickup a few power-ups such as combine special moves with slashes to beat the game.*

1. **Camera**

*(Point of View)*

1. **Controls**

*Keyboard control:*

*A@D to move forward and backward.*

*Attack: J*

*Jump: K/space*

*Dash: L*

*Special Attack 1: I*

*Special Attack 2: O*

1. **Saving and Loading**

*No. it is going to be a short game so saving is not needed.*

1. **Interface Sketch**

*Not there yet*

1. **Menu and Screen Descriptions**

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

*Not there yet*

1. **Game World**

*There is no “world” in this game.*

*You don’t know who you are, why you are here or what you are fighting for, but it doesn’t matter, does it?*

1. **Levels**

*1st level: Introduction to get familiar with controls.*

*2nd level: A few enemies waiting to be slashed by Dark Zero(TBD)*

*3rd level: Boss Fight!*

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

Originally, Dark Zero is a controllable character in Megaman X5 after certain in-game achievement is accomplished. In this game, Dark Zero uses a laser sword as a weapon, and he is able to learn new abilities along the way and create new combination with new special moves and abilities.

1. **Enemies**

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

1. **Abilities**
2. **Second Jump**
3. **Dash Attack**
4. **Charged Attack**
5. **Ultra form**
6. **Script**
7. **Cheat Codes**

**TBD**

1. **Sound Index**

*(Include an index of all your sound clips)*

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)*