

Name _____

Date _____

PLATFORMER GAME

Game Description:

Design Document

Game Objects:

Sounds:

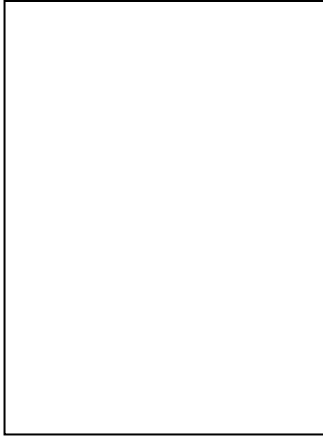
Controls:

Game Flow:

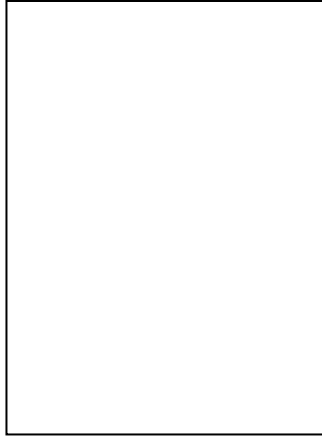
Levels:

PLAYER

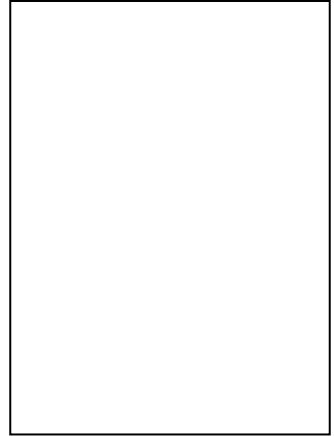
Idle



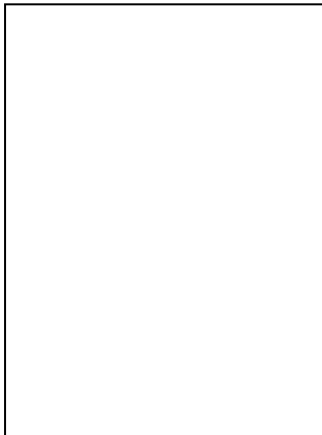
IdleToRun



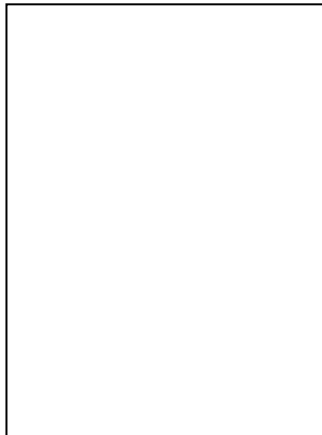
Run



JumpFromStand



JumpFromRun



Enemy

