

Project Design Document

Project Concept

1 Player Control

You control a Spaceship in this game
where makes the player move around and aim with mouse
Arrow keys/mouse/Gamepad

2 Basic Gameplay

During the game, Enemy spaceships and asteroids appear from in front of the player/ enemy spaceship
and the goal of the game is to defeat enough enemies and defeat 3 bosses

3 Sound & Effects

There will be sound effects and particle effects
when you shoot and crash when you hit enemies or get hit
[optional] There will also be a hyperspace like transition between levels

4 Gameplay Mechanics

As the game progresses, making it waves of enemies and obstacles harder to survive
[optional] There will also be an upgrade option after each level

5 User Interface

The HP will decrease whenever Player gets hit by enemies
At the start of the game, the title The Crystal Crusader will appear and the game will end when You run out of HP

6 Other Features

Many enemies will move or split into smaller enemies in ways that will be difficult to anticipate and dodge

Project Timeline

Milestone	Description	Due
#1	Project setup with primitive objects for all gameplay objects	Mar. 6th
#2	Player movement in a certain 3d box and aiming system	Mar 20th
#3	Enemy spawning from distance and approaching player when player collides with enemy, enemy is destroyed, HP loss	Mar 27
#4	Enemy and bosses primitives replaced with 3D models Simple bullet shooting and collision	April 3th
#5	HP, Gameover mechanic, ui elements	April 10th
Backlog	Animation - Particle effects on shooting Power up pickup and effects Upgrade system	April 17th

Project Sketch

