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| Project Design Document | |  | | --- | | **Copium Games**  Élie Poirier-Clément  Mathieu Bouffard  Antoine Chabot | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | Jesus | | in this   |  |  | | --- | --- | | *2D* | game | |
|  | where   |  | | --- | | Satan stole Jesus "magical white powder" | | makes the player   |  | | --- | | go in hell and kill satan to get back his "powder" | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | Demons and Satan | appear | | from   |  | | --- | | The right side of the screen | |
|  | and the goal of the game is to   |  | | --- | | progress to the right of the level and kill Satan | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | Melee weapon sounds and demon screams | | and particle effects   |  | | --- | | Of the slashes and blood effects | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | you can kill demons, jump to platforms, collect melee upgrades and a shield and enter a boss area | | making it   |  | | --- | | progress through the level till the final boss | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | life | | will   |  | | --- | | Decrease | | whenever   |  | | --- | | you get hit by a demon | |
|  | At the start of the game, the title   |  |  | | --- | --- | | Jesus Funny Sunday | will appear | | | and the game will end when   |  | | --- | | you kill Satan | |

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| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | Hard game, you die in one hit unless you have a shield then you die in 2 hits. When you hit the boss a certain amount of time, he drops the "magical powder" and you are omega buffed | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# Project Sketch