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| **Project Design Document** | |  | | --- | | *6/12/2024*  *Abdallah Salhab 21110181* | |

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| **Project Concept** | | | |
| **1**  **Player Control** |  | You control a  Character that is a small farmer | in this   |  |  | | --- | --- | | *It is a third person game* | game | |
|  | where   |  | | --- | | *W,A,S,D and the Space bar* | | makes the player   |  | | --- | | *It makes the player walk, move side to side and to jump* | |

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| **2**  **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Deferent roads with deferent obstacles and coins* | appear | | from   |  | | --- | | *The front of the player or the screen* | |
|  | and the goal of the game is to   |  | | --- | | *The goals is to collect a specific number of coins to will and that is set to 30* | | |

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| **3**  **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *There are background music, jump, take damage, coin collect sound effects* | | and particle effects   |  | | --- | | *There are the fire from the fire pit and the lava effect from the lava* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

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| **4**  **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The road in front keeps generating and each road has deferent obstacles and monsters and the player takes damage when in contact with them, and if taken 10 hits he dies and has to restart but if he collects 30 coins he will win* | | making it   |  | | --- | | *The game is fast easy and unique road runner game.* | |
|  | [*optional*] There will also be   |  | | --- | | *If the player jumps from the map he will die.* | | |

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| **5**  **User**  **Interface** |  | The   |  | | --- | | *There are a coin score and ha health bar* | | will   |  | | --- | | *The coin score will increase when in contact with a coin and the health bar will decrease when damaged from a monster and from falling from the map* | | whenever  The coins will increase form collecting coins and the health will decrease from taking damage |
|  | At the start of the game, the title   |  |  | | --- | --- | | *A menu will appear and the player navigates to the game the game will start with starting road and the game starts* | will appear | | | and the game will end when   |  | | --- | | *The game ends when the player health is 0 and the game over page will apear* | |

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| **6**  **Other Features** |  | |  | | --- | | *May be a power up that adds health to the player and to make the roads more random by making th place of the objects on the road randomized.* | |

**Project Timeline**

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| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *Making the player movement and the camera movements* | | |  | | --- | | *5/22* | |
| **#2** | |  | | --- | | * *Making the coins and collection system* | | |  | | --- | | *5/30* | |
| **#3** | |  | | --- | | * *Making the patrolling enemy system and the pipe cannon system* | | |  | | --- | | *6/5* | |
| **#4** | |  | | --- | | * *Making the health bar and damage system* | | |  | | --- | | *6/8* | |
| **#5** | |  | | --- | | * *Making the deferent roads and the random road instantiation system* | | |  | | --- | | *6/11* | |
| **Backlog** | In the future:  I can add more power ups like get health or to improve the jump of the player  I can add a way to make the roads change to make every road unique  I can make a way to make the player deal damage to the monsters | |  | | --- | | *7/5* | |

**Project Sketch**

