

Project Design Document

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Aaron Dsouza

Project Concept

1 Player Control	You control a			in this	
	<i>mouse</i>		<i>side view</i>		<i>game</i>
	where		makes the player		
	<i>Mouse clicks</i>		<i>Go up with every click</i>		
2 Basic Gameplay	During the game,			from	
	<i>Wall like obstacles</i>		<i>appear</i>	<i>The right side of the screen</i>	
	and the goal of the game is to				
	<i>Evade those wall obstacles by clicking or not clicking, making the player go up or down</i>				
3 Sound & Effects	There will be sound effects			and particle effects	
	<i>Every time we evade a wall obstacle</i>			<i>When we pass 5 obstacles in a row</i>	
	[optional] There will also be				
	<i>Background music that we can add to the game.</i>				
4 Gameplay Mechanics	As the game progresses,			making it	
	<i>The wall obstacles approach us faster</i>			<i>Difficult to evade the wall obstacles</i>	
	[optional] There will also be				
	<i>N/A</i>				
5 User Interface	The	will	whenever		
	<i>score</i>	<i>increase</i>	<i>We evade a wall obstacle</i>		
	At the start of the game, the title			and the game will end when	
	<i>Wall Evader</i>	<i>will appear</i>	<i>We hit a wall obstacle</i>		
6 Other Features	<i>We can restart the game.</i>				

Project Timeline

Milestone	Description	Due
#1	- Add wall obstacles	09/10
#2	- Add playable character and give mechanics	09/17
#3	- Configure controls for the character	09/24
#4	- Add obstacle counter and milestones	10/01
#5	- Add sound to the game	10/08
Backlog	- Add any additional features to make it engaging	10/15

Project Sketch

