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| Project Design Document | |  | | --- | | *9/7/2025*  Harry | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Basketball* | | in this   |  |  | | --- | --- | | *First-person* | game | |
|  | where   |  | | --- | | *Pressing space key* | | makes the player   |  | | --- | | *Toss the ball.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *The net* | Moves | | At   |  | | --- | | *The far side of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Toss at many balls into the net as possible in the allotted time.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *when the ball goes into the net* | | and particle effects   |  | | --- | | *when the ball goes into the net* | |
|  | [*optional*] There will also be   |  | | --- | | *Sound and effect when the game ends.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The net moves differently depending on the difficulty,* | | making it   |  | | --- | | *Difficult for player to score* | |
|  | [*optional*] There will also be   |  | | --- | | *Three difficulties for player to choose from which affects the speed of the net.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *score/timer* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *player scores a goal /time goes by.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Becoming Curry 2* | will appear | | | and the game will end when   |  | | --- | | *The time reaches 0.* | |

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| 6 **Other Features** |  | |  | | --- | | *The player can use left/right arrow key to move the ball horizontally, and use up/down arrow key to move the ball vertically.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Makes the net move differently according to difficulty #1* | | |  | | --- | | *9/15* | |
| **#2** | |  | | --- | | * *Implement vertical player input #2* | | |  | | --- | | *9/15* | |
| **#3** | |  | | --- | | * *Implement inheritance and polymorphism #3* | | |  | | --- | | *9/16* | |
| **#4** | |  | | --- | | * *Implement encapsulation and abstraction #4* | | |  | | --- | | *9/16* | |
| **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

