Project Design Document

Project Concept

1	You control a in this						
Player Control	Player		side view		game		
	where makes the player						
	w/a/s/d space Mov		Mover right	er right or left and be able to jump with space			
2 Basic Gameplay	During the game,			from			
	Enemies and traps		appear Sides and ak		oove		
	and the goal of the game is to						
	Reach the next checkpoint of the level while avoiding enemies and traps and keeping your lives or collecting new ones to reach the end of the level.						
3 Sound & Effects	There will be sound effects		and	and particle effects			
	For Shooting, Jumping, hits, traps, death and winning		ath For	For death and winning			
	[optional] There will also be background music						
4 Gameplay Mechanics	As the game progresses, making it						
	The levels gets harder with more traps and more dangerous enemies.		os Moi	More challenging to beat the next level and enemies			
	[optional] There will also be						
_	The	will	when	ever			
5 User Interface	lives	Increase/decrea		n you collect hearts	or lose ones		
	At the start of the game, the title		and tl	and the game will end when			
	Firebyte	will appe		n you reach the end all your lives	of the last level or		

Losing all lives = restarting the level you are in from the start.

Project Timeline

Milestone	Description	Due
#1	- Movement and animation	25/06
#2	- Shooting mechanic and camera placement and movement	26/06
#3	- Health, Traps and Enemies	27/06
#4	- Audio and sound effects	28/06
#5	- Game over and Respawn features + pause menu	29/06
Backlog	- Possibly more levels and further development of the game	N.V.T

Project Sketch						