

Project Design Document

25/06/2025
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Project Concept

1

Player Control

You control a in this
where makes the player

2

Basic Gameplay

During the game, appear from
and the goal of the game is to

3

Sound & Effects

There will be sound effects and particle effects
[optional] There will also be

4

Gameplay Mechanics

As the game progresses, making it
[optional] There will also be

5

User Interface

The will whenever
At the start of the game, the title will appear and the game will end when

6

Other
Features

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

Project Timeline

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

Project Sketch

