

Project Design Document

05/18/2004
Ahmed

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

Project Timeline

Milestone	Description	Due
#1	- Make the maps	11/19
#2	- Make the cars and fix the objects	11/20
#3	- Make everything moveable	11/21
#4	- Fix sound effects and particle effects	11/22
#5	- Then checkpoints	11/23
Backlog	<ul style="list-style-type: none">- 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

