05/18/2004 Ahmed

## **Project Concept**

Other Features

1	You control a		in this					
Player	Car		side view		game			
Control	where		makes the player					
	user input type Go forward or backward							
2 Basic Gameplay	During the game,			from				
	Coins and gasoline ap		appear	pear Road				
	and the goal of the game is to							
	Get to the certain distance that is given.							
3	There will be sound effects and particle effects							
Sound & Effects	Of the car and the coin collecting			Mud that flies when you go forward or backward				
	[optional] There will also be							
	description of any other expected special effects or animation in the project.							
	As the game progresses,			making it				
4 Gameplay Mechanics	description of gameplay mechanic,			effect of gameplay mechanic				
	[optional] There will also be							
	description of any other gameplay mechanic(s) and their effect on the game.							
5	The	will	wl	whenever				
User Interface	score	increase		Go forward				
	At the start of the game, the title			and the game will end when				
	Level "": Reach "" m will appe		ear   Y	You reach the end of the road.				

Any other notes about the project that you don't feel were addressed in the above.

## **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> <li>Feature on backlog - not a part of the minimum viable product</li> <li>Feature on backlog - not a part of the minimum viable product</li> <li>Feature on backlog - not a part of the minimum viable product</li> </ul>	mm/dd

Project Sketch								