

# Project Design Document

04/29/2023

Aiden

## Project Concept

1

### Player Control

You control a

*Airplane*

in this

*Third Person*

game

where

*Movement Keys*

makes the player

*Fly the plane left right up down.*

2

### Basic Gameplay

During the game,

*Asteroids*

appear

from

*In front of the player flying toward the player*

and the goal of the game is to

*Dodge all asteroids coming the players' way*

3

### Sound & Effects

There will be sound effects

*Sound Effects when the player is killed  
When an asteroid is flying close by*

and particle effects

*Upon player death  
Small While the asteroids are moving*

[optional] There will also be

*Music in the background  
More intense music as the waves get harder*

4

### Gameplay Mechanics

As the game progresses,

*More asteroids spawn overtime*

making it

*More difficult to avoid all the asteroids*

[optional] There will also be

*A mini-boss that spawns every milestone of points*

5

### User Interface

The

*Score*

will

*increase*

whenever

*The asteroids pass the player (hit a barrier behind the player and camera)*

At the start of the game, the title

*Swoosh!*

will appear

and the game will end when

*An asteroid or a projectile by the mini-boss hits the player*

*An option for the player to shoot at asteroids?  
A way to fight back against the mini-bosses?*

## Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none"> <li>- Get a working player controller and good camera follow mechanics</li> <li>- Set up scenery simple</li> </ul>	05/01
#2	<ul style="list-style-type: none"> <li>- Have a working asteroid script</li> <li>- Have sound effects and possibly particles</li> </ul>	05/02
#3	<ul style="list-style-type: none"> <li>- Have a working asteroid Script including collisions.</li> </ul>	05/03
#4	<ul style="list-style-type: none"> <li>- Have a working asteroid spawner that increases the asteroid spawn rate over time</li> <li>- Work on most of the other scripts</li> </ul>	05/04
#5	<ul style="list-style-type: none"> <li>- Have a working UI and game including a death screen</li> </ul>	05/05
Backlog	<ul style="list-style-type: none"> <li>- Mini-bosses including script and design</li> <li>- Near miss score</li> </ul>	NA

# Project Sketch

