

Project Design Document

05/09/2023

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Project Concept

1

Player Control

You control a

Fighter Jet

in this

Top-down

game

where

MnK (WASD + LeftClick to shoot and RightClick to extra ability)

makes the player

Move and shoot and perform special abilities

2

Basic Gameplay

During the game,

Enemies and/or obstacles/walls

appear

from

Front of the view, making the player to decide where to go/shoot

and the goal of the game is to

Reach the destination/finish picking up some objs in the area

3

Sound & Effects

There will be sound effects

When Player/enemies shoot/exploded

and particle effects

When Player/enemies shoot/exploded

[optional] There will also be

When player receive an upgrade/collect some items.

4

Gameplay Mechanics

As the game progresses,

Enemies will spawn and start approaching the player & shoot, waves will be stronger & stronger(in quantity/quality); trying to destroy player. Obstacles will be spawn forcing player to use some ability/move

making it

Harder to survive, time to use ability

[optional] There will also be

description of any other gameplay mechanic(s) and their effect on the game.

5 User Interface	The	will	whenever
	Timer	decrease	Game progresses
6 Other Features	At the start of the game, the title		and the game will end when
	"Time to fight!"	will appear	Either player exploded or reach desination.
There will be an extra condition to win in different level: pick up enough requested obj. And there will be score for every level, score can be added when killing enemies/surviving the mission. Level progress when score is enough.			

Project Timeline

Milestone	Description	Due
#1	- Basic setup & primitive type	05/11
#2	- TBA	mm/dd
#3	- TBA	mm/dd
#4	- TBA	mm/dd
#5	- TBA	mm/dd
Backlog	- TBA	mm/dd

Project Sketch

