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| **Project Design Document** | |  | | --- | | *10/4/2023*  Muhammad Aqib Shahzad | |

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| **Project Concept** | | | |
| **1** **Player Control** |  | You control   |  | | --- | | *Slingshot with characters which are birds* | | in this   |  |  | | --- | --- | | *2D* | game | |
|  | where   |  | | --- | | *You have to shoot at the enemies with slingshot which* | | makes the player   |  | | --- | | *The swipe or drag the mouse on the slingshot which will have the birds(Characters) on it and throw at the enemies.* | |

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| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *The player will have three to five birds depending on the levels which will* | appear | | from   |  | | --- | |  | |
|  | and the goal of the game is to   |  | | --- | | *Kill all the enemies before you run out of birds!* | | |

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| **3** **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Of slingshot ,birds noise when throwing ,winning and losing sound effects along with button sounds* | | and particle effects   |  | | --- | | *Will also be added to birds when they hit the ground or the enemies and also when they are vanished/dead after throwing.* | |
|  | [*optional*] There will also be   |  | | --- | | *Slider option value added to change the music and sound effect as the player likes.* | | |

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| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The amount of difficulty will also increases by adding more enemies in the further levels and keeping the enemies inside barriers* | | making it   |  | | --- | | *the player to throw its birds with more accuracy.* *ultimately making it harder to play.* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| **5** **User**  **Interface** |  | The   |  | | --- | | *UI of the game will be simple which* | | will   |  | | --- | | *Show number of birds left in game & also gameWin / gameOver panel which will show* | | whenever   |  | | --- | | *The birds is released and the player win or loses the level he/she is playing* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Feather frenzy ,* | will appear | | | and the game will end when   |  | | --- | | *The player finishes all the levels.* | |

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| **6** **Other Features** |  | |  | | --- | |  | |

# **Project Timeline**

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| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *Setting the UI of the Main menu and the levels* | | |  | | --- | | *10/04* | |
| **#2** | |  | | --- | | * *Making the Controller for player and adding levels buttons and to each of the level.* | | |  | | --- | | *10/05* | |
| **#3** | |  | | --- | | * *Working in levels adding the enemies and making the collision between the player and the enemy* | | |  | | --- | | *10/06* | |
| **#4** | |  | | --- | | *- Adding the sound effects and everything related to all other sound systems* | | |  | | --- | | *10/07* | |
| **Backlog** | |  | | --- | | * *Testing and Fixing bugs.* | | |  | | --- | | *10/8* | |