

Project Design Document

28/04/2021
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Project Concept

1

Player Control

You control a

Hunter

in this

Top down

game

where

Arrows

makes the player

Moves up, down, right and left.

2

Basic Gameplay

During the game,

Enemies

appear

from

Specific area(s) of the screen

and the goal of the game is to

Survive until the time is over.

3

Sound & Effects

There will be sound effects

When an object (enemy/player) is shot/hit, and player levels up.

and particle effects

When an object (enemy/player) is shot/hit.

[optional] There will also be

Background music.

4

Gameplay Mechanics

As the game progresses,

The player and the enemies become stronger.

making it

Balanced and challenging.

[optional] There will also be

*The player can customize its character.
The player can restore its life in specific places in the environment.*

5

User Interface

The

Score/experience

will

Increase

whenever

An enemy is killed.

At the start of the game, the title

Let the hunt begin

will appear

and the game will end when

The player dies or the time is over.

6

Other Features

There are two level-up systems: (1) - The permanent level-up; (2) - The level-up system that resets each match;

Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none">- Player moving and shooting;- Player can kill enemies;	10/05
#2	<ul style="list-style-type: none">- Player's level up system;	17/05
#3	<ul style="list-style-type: none">- Enemies moving and shooting/hitting;	24/05
#4	<ul style="list-style-type: none">- Start screen;	31/05
#5	<ul style="list-style-type: none">- Basic gameplay;	07/06
Backlog	<ul style="list-style-type: none">- Implement skills;	14/06

Project Sketch

Restore
player's life

