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| Project Design Document | |  | | --- | | *13/05/2024*  Ayush Singh | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | Scuba Diver | | in this   |  |  | | --- | --- | | *2d Side-View* | game | |
|  | where   |  | | --- | | *You can move with WASD / Arrows and HJK has uses, but these keys can be edited* | | makes the player   |  | | --- | | *Need to collect items and fish to earn money and advance their gear* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Fish and Various Items* | appear | | from   |  | | --- | | *Inside the sea, secrets along the map* | |
|  | and the goal of the game is to   |  | | --- | | *Advance in the game, upgrade your gear and show off your items/fish in the museum* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *For going in the water, swimming and collecting items and fish* | | and particle effects   |  | | --- | | *Using your scuba gear in the water* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music and sounds for the NPCs* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *You can get better gear and go further into the ocean* | | making it   |  | | --- | | *More and more interesting, with new things to unlock* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Player’s oxygen level and scuba-gear durability* | | will   |  | | --- | | *deplete* | | whenever   |  | | --- | | *The player goes into the ocean, depending on the length of time they stay there. Every entry into the ocean will remove durability of the scuba gear and the amount of oxygen held is based on durability.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | Into The Depths | will appear | | | and the game will end when   |  | | --- | | *It doesn’t end.* | |

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

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# Project Timeline

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| Milestone | Description | Due |
| **#1** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |
| **#6** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |

# Project Sketch