|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | **Student Name:**  **RABBIA AZIZ**  **(GTUD01197)** | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | A 3D Hyper Casual Player | | in this   |  |  | | --- | --- | | Isometric view | game | |
|  | where   |  | | --- | | Keyboard Arrow Keys | | makes the player   |  | | --- | | Moves the player left and right | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | 3 different color enemies and friends | appear | | from   |  | | --- | | Statically in the area(s) of the screen | |
|  | and the goal of the game is to   |  | | --- | | Pass through friends to get score ,gems and reach the Castle /Tower | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | Walking, get gems | | and particle effects   |  | | --- | | when get a key/life | |
|  |  | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | More friends and enemies spawn statically | | making it   |  | | --- | | As player moves through friends(Same color that matches with player body color).The player scaling factor increases, its size grows and decrease vice versa when passes through enemies that have different body color from player | |
|  |  | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | score/lives/timer | | will   |  | | --- | | increase/decrease | | whenever   |  | | --- | | Condition to change score/lives/timer. | |
|  | At the start of the game, the title   |  |  | | --- | --- | | Giant Rush | will appear | | | and the game will end when   |  | | --- | | when player lives/health reaches to zero | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description |  |
| **#1** | |  |  | | --- | --- | | Player Controller ( move player forward, right and left. With animation, lane switch) |  | |  |
| **#2** | |  | | --- | | Gameplay (friends and enemies static, On collision scaleup and down). Level end. Level complete | |  |
| **#3** | |  | | --- | | Game Mechanics(Difficulty level in which hurdles spawn) | |  |
| **#4** | |  | | --- | | Score System | |  |
| **#5** | |  | | --- | | UI Design | |  |