Project Design Document

Project Concept

1

Player Control

You control a

Mercenary

in this

Top Down

game

where

The keys of the keyboard

makes the player

Move, attack or use items

2

Basic Gameplay

During the game,

Enemies

appear

from

Each room constituting a stage

and the goal of the game is to

Go as far as possible by defeating the boss and reaching the next stage

3

Sound & Effects

There will be sound effects

When the player picks items and hits enemies

and particle effects

when the player uses those items or when he gets hitted

[*optional*] There will also be

red blinking effect on the player when he is very low hp

4

Gameplay Mechanics

As the game progresses,

The player will learn from his errors

making him

go further in stages

[*optional*] There will also be

Power ups making the mercenary stronger by making him more tanky for example

5

User Interface

The

Lives

will

decrease

whenever

The player gets hitted

At the start of the game, the title

The Mercenary Crypt

will appear

and the game will end when

The player kills the last boss of the last stage

6 Other Features	*Any other notes about the project that you don't feel were addressed in the above.*

Project Timeline

Milestone	Description	Due
#1	- *Camera well positioned and map well generated*	*11/12*
#2	- *The player moves smoothly, and collisions work without being able to leave the room*	*11/12*
#3	- *The items can be picked up and used*	*11/13*
#4	- *Enemies appear and attack*	*11/18*
#5	- *Possible to move to another room when all enemies died*	*11/18*
Backlog	- *Create a boss and change stage* - *Randomize stages* - *Make the game end when the player defeated the last boss and show victory screen*	*12/20*

Project Sketch

Kill the dungeon dragon without dying.

🔑 x02
⚫ x02
💰 x1200

LIFE ❤❤❤

Player

Enemies

Obstacles

Door

Kill the dungeon boss without dying.

🔑 x00
⚫ x05
💰 x9850

LIFE ❤🖤🖤

Player

Boss