|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *09/22/2025*  *Baptiste AMICE* | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Plane* | | in this   |  |  | | --- | --- | | *View behind* | game | |
|  | where   |  | | --- | | *Above a city* | | makes the player   |  | | --- | | *Fly up down, left , right, forward* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Planes / cars* | appear | | from   |  | | --- | | *Sky / city* | |
|  | and the goal of the game is to   |  | | --- | | *Avoid crashes and being shot by other planes, speed is based on fuel → no fuel = crash* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Projectile, crashing explosion* | | and particle effects   |  | | --- | | *Projectile, crashing explosion* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

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| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Score inscrease / fuel decrease* | | making it   |  | | --- | | *Spawn more ennemies / fuel decrease* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Fuel / score* | | will   |  | | --- | | *Decrease / increase* | | whenever   |  | | --- | | *the player is shot or time pass / time pass or a plane is shot* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *SHMUP3D* | will appear | | | and the game will end when   |  | | --- | | *The player die* | |

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

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Project / camera /plane set up* | | |  | | --- | | *09/24* | |
| **#2** | |  | | --- | | * *Player can move and shoot* | | |  | | --- | | *09/30* | |
| **#3** | |  | | --- | | * *Ennemies can spawn / move toward player and shoot* | | |  | | --- | | *10/02* | |
| **#4** | |  | | --- | | * *Interface is set for feedbacks* | | |  | | --- | | *10/05* | |
| **#5** | |  | | --- | | * *The city is below to add some life with moving cars, etc.* | | |  | | --- | | *10/10* | |
| **Backlog** | |  | | --- | | * *Buildings are destructible* * *Power ups objects to shoot faster temporaly etc.* | | |  | | --- | | *10/15* | |

# Project Sketch

