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| Project Design Document | |  | | --- | | *29/07/2024*  Aidana | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Surfer* | | in this   |  |  | | --- | --- | | *side view* | game | |
|  | where   |  | | --- | | *Arrows, Space, X* | | makes the player   |  | | --- | | *Move and do tricks* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Other surfers and obstacles* | appear | | from   |  | | --- | | *The right of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Pickup as many coins as possible to gain score while avoiding obstacles* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When you crash into obstacles and pick up coins* | | and particle effects   |  | | --- | | *When the coin is picked up* | |
|  | [*optional*] There will also be   |  | | --- | | *A background music* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More and more objects spawn every time* | | making it   |  | | --- | | *Difficult to avoid* | |
|  | [*optional*] There will also be   |  | | --- | | *Different objects that spawn aside from the standard that can acts as powerups* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Score*  *Life* | | will   |  | | --- | | *Increase*  *decrease* | | whenever   |  | | --- | | *Surfer pick up a coin*  *Surfer is crashed to an obstacle* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Lets go Surf* | will appear | | | and the game will end when   |  | | --- | | *Surfer run out of lives* | |

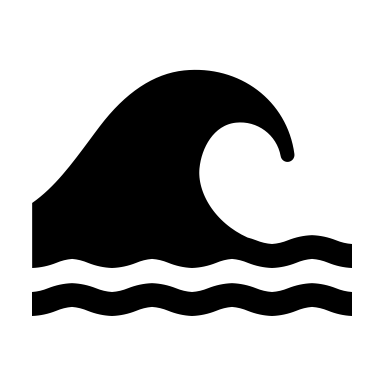
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| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *FUTURE:*  *When the current wave starts to fade, you need to move to another wave. If you delay, the game will end. To transition to another wave, press button X when the new wave is near. When the wave begins to break, a straight line will appear behind the wave indicating the approach of the new wave.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Find sprites to project, create and arrange in the scene game objects +* | | |  | | --- | | *05/08* | |
| **#2** | |  | | --- | | * *Infinite background* | | |  | | --- | | *10/08* | |
| **#3** | |  | | --- | | * *Player can move in the scene and in the wave +* * *Objects randomly spawning from right of screen +* | | |  | | --- | | *17/08* | |
| **#4** | |  | | --- | | * *When surfer collides with obstacles, life decrease +* * *When surfer collides with coins, score increase +* | | |  | | --- | | *24/08* | |
| **#5** | |  | | --- | | * *Game Over scene, Start scene, UI elements +* * *Particle and sound effects implemented* | | |  | | --- | | *31/08* | |
| **Backlog** | |  | | --- | | * *New wave* * *Move to the new wave* * *Tricks* | | |  | | --- | | *?* | |

# Project Sketch



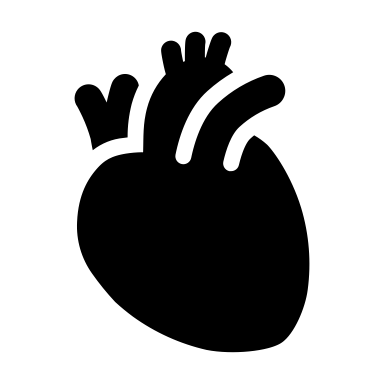
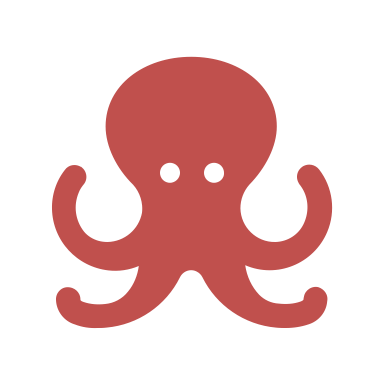
background



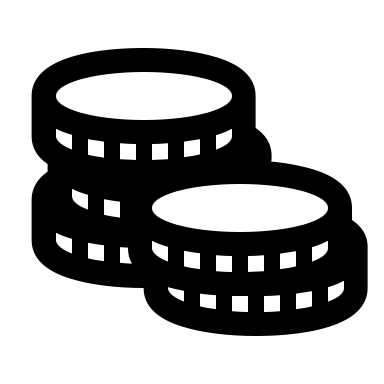
surfer



obstacles



Lives



Coins