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| Project Design Document | |  | | --- | | *30/10/2024*  Darren O S | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Car* | | in this   |  |  | | --- | --- | | *Isometric* | game | |
|  | where   |  | | --- | | *On a raod* | | makes the player   |  | | --- | | *Steer left and right* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *You drive along a road to collect coins* | appear | | | from   |  | | --- | | *In front of you* | |
|  | | and the goal of the game is to   |  | | --- | | *Collect all the coins* | | |

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| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *YES* | | and particle effects   |  | | --- | | *yes/ dirt behind the car/and turning/ obstacle (cars) noises/ coin noises* | |
|  | [*optional*] There will also be | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The cars spawning on speed up* | | making it   |  | | --- | | *Difficult to complete game* | |
|  |  | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *User* | | will   |  | | --- | | *Steers away* | | whenever   |  | | --- | | *They see an obstacle* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Car* | will appear | | | and the game will end when   |  | | --- | | *you die by hitting an obstacle* | |

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| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Menu that allows to see Instructions, restart game, main menu* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *get started* | | |  | | --- | | *30/10* | |
| **#2** | |  | | --- | | *game understanding/ scene working* | | |  | | --- | | *2/11* | |
| **#3** | |  | | --- | | * *player controlls/ spawn manager scripts* | | |  | | --- | | *5/11* | |
| **#4** | |  | | --- | | *Move onto beta/ user Interface* | | |  | | --- | | *10/11* | |
| **#5** | |  | | --- | | * *clean up code and submit* | | |  | | --- | | *15/11* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

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