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| Project Design Document | |  | | --- | | *16.05.2024 Beata Kołodziejczyk* | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Pipe* | | in this   |  |  | | --- | --- | | *side view* | game | |
|  | where   |  | | --- | | *arrows + mouse* | | makes the player   |  | | --- | | *move the pipe left and right to catch metal spheres* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *metal (copper, silver, gold) spheres* | appear | | from   |  | | --- | | *top of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *catch as many of them as possible, then forge metals according to the recipes using collected spheres* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *when the spheres are collected, metal is added to the box or metal is forged.* | | and particle effects   |  | | --- | | *when metal is forged.* | |
|  | There will also be   |  | | --- | | *-* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *spheres appear faster* | | making it   |  | | --- | | *harder to catch all of them.* | |
|  | There will also be   |  | | --- | | *Second part: collected spheres can be added to a box. There's a recipe showing how many spheres of each kind should be added.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *Metal is forged using right components.* | |
|  | At the start of the game,   |  |  | | --- | --- | | *Information about controls* | will appear | | | and the game will end when   |  | | --- | | *player makes three mistakes.* | |

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| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *-* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Pipe control* | | |  | | --- | | *17.05* | |
| **#2** | |  | | --- | | * *Correct display of collected sphere types* | | |  | | --- | | *17.05* | |
| **#3** | |  | | --- | | * *Core of second part of gameplay (metal forge)* | | |  | | --- | | *18.05* | |
| **#4** | |  | | --- | | * *Score system for the metal forge* | | |  | | --- | | *18.05* | |
| **#5** | |  | | --- | | * *Game over trigger and game reset* | | |  | | --- | | *19.05* | |
| **Backlog** | |  | | --- | | * *Assets replacement* * *Sound effects* * *Special effects* | | |  | | --- | | *19.05* | |

# Project Sketch



