

Concept Sheet:

1.Player Control :

How the player controls the main character of the game with the keyboard.

2.Basic Gameplay :

A brief introduction to what the goal of the game is, as well as how the player needs to controls and what the possible challenges are.

3.Sound & Effects :

The sound effects and any visual effects that will be used in the gameGameplay

4.Mechanics :

The core gameplay mechanics in the game.

5.UI :

User interface design for games.

Project Timeline

Milestone	Description	Due
#1	Complete basic plane movement, including forward motion, tilt control, and speed management. Ensure the plane moves forward continuously, and players can control the tilt with the up/down arrow keys.	09/13
#2	Implement the camera follow feature. The camera should follow the plane from the side. Debug and adjust the camera position and angles for a proper view.	09/20
#3	Add sound effects and basic visual effects. Include background music during flight, propeller sound effects, and flight-related visual effects such as lighting.	09/27
#4	Introduce simple game mechanics such as obstacles and collectible items. Ensure collision detection between the plane and obstacles, and establish basic game goals (e.g., passing through obstacles or collecting items).	10/04
#5	Integrate a UI that shows flight speed, score, and time. Perform full game testing and optimization, including game balancing and performance tuning.	10/11

Backlog

Feature on backlog – not a part of the minimum viable product	Due
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Feature on backlog – not a part of the minimum viable product	Due
Add multiple levels or maps for players to fly through different environments.	TBD
Add multiplayer mode, allowing players to compete online or locally.	TBD

Simple diagram or sketch of minimum viable product

