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** |
| --- | --- |
| 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

