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| Project Design Document | |  | | --- | | *04/04/2021*  Brad Melchor | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Player* | | in this   |  |  | | --- | --- | | *side view/ platformer/ shooter* | game | |
|  | where   |  | | --- | | *Arrow keys+WASD/spacebar* | | makes the player   |  | | --- | | *Run left/right and jump, shoots* | |

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| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Boxes of memes* | appear | | from   |  | | --- | | *Set locations* | |
|  | and the goal of the game is to   |  | | --- | | *Collect/Destroy them all.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Random noises I can think of.* | | and particle effects   |  | | --- | | *exploding* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

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| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Collecting the boxes gets harder and jumping on platforms.* | | making it   |  | | --- | | *harder to collect the boxes.* | |
|  | [*optional*] There will also be   |  | | --- | | *Platforms* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *you collect the boxes* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *MEME COLLECTOR* | will appear | | | and the game will end when   |  | | --- | | *ALL THE MEMES HAVE BEEN OBTAINED* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *There may also be easter eggs.* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Create platforms and player* | | |  | | --- | | *04/09* | |
| **#2** | |  | | --- | | * *Add prefabs that spawn the meme boxes* | | |  | | --- | | *04-15* | |
| **#3** | |  | | --- | | * *Add functionality for prefabs and score.* | | |  | | --- | | *04-15* | |
| **#4** | |  | | --- | | * *Create Start menu and game over screen* | | |  | | --- | | *04-21* | |
| **#5** | |  | | --- | | * *Add any other effects(pause, options, particles)* | | |  | | --- | | *04-21* | |
| **Backlog** | |  | | --- | | * *FINISH EVERYTHING* | | |  | | --- | | *04/24* | |

# Project Sketch

Graphical user interface, text, chat or text message

Description automatically generated