|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *01/30/2021*  Bradley Melchor | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | playerController | | in this   |  |  | | --- | --- | | Top Down | game | |
|  | where   |  | | --- | | The Arrow Keys | | makes the player   |  | | --- | | go forward or back, and the left/right rotates the vehicle. | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | Obstacles | appear | | from   |  | | --- | | On the track | |
|  | and the goal of the game is to   |  | | --- | | Avoid them or run them over and reach the end of the track. | | |

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | You will fall off the track | | making it   |  | | --- | | Unable to continue | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *score/lives/timer* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *condition to change score/lives/timer.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Working title* | will appear | | | and the game will end when   |  | | --- | | *condition to end the game.* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * Drag vehicle on track | | |  | | --- | | *01/31* | |
| **#2** | |  | | --- | | * Add obstacles | | |  | | --- | | *01/31* | |
| **#3** | |  | | --- | | * Creates a Player Script to control the vehicle | | |  | | --- | | *01/31* | |
| **#4** | |  | | --- | | * Make camera follow the vehicle using a script | | |  | | --- | | *01/31* | |
| **#5** | |  | | --- | | * Apply additional features like rigidbody and test. | | |  | | --- | | *01/31* | |
| **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* | |

# Project Sketch