|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *mm/dd/yyyy*  Student Name | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | ***Farmer Player*** | | in this   |  |  | | --- | --- | | *top Down* | game | |
|  | where   |  | | --- | | *Left/right, Spacebar* | | makes the player   |  | | --- | | *Move left or right, shoot food* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Animals* | appear | | from   |  | | --- | | *Random areas* | |
|  | and the goal of the game is to   |  | | --- | | *Feed Them the Food* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 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,   |  | | --- | | *If an animal is fed* | | making it   |  | | --- | | *Despawn* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Game* | | will   |  | | --- | | *Display Game OVer* | | whenever   |  | | --- | | *An Animal passes the player* | |
|  | 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** |  | |  | | --- | |  | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Add Objects* | | |  | | --- | | *02/07* | |
| **#2** | |  | | --- | | * *Create scripts for player control, movement, and gameplay* | | |  | | --- | | *02/07* | |
| **#3** | |  | | --- | | * *Make objects into prefabs* | | |  | | --- | | *02/07* | |
| **#4** | |  | | --- | | * *Apply rigid bodies and a hit box* | | |  | | --- | | *02/07* | |
| **#5** | |  | | --- | | * *Add game over message* | | |  | | --- | | *02/07* | |
| **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