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

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Player* | | in this   |  |  | | --- | --- | | *Sideview* | game | |
|  | where   |  | | --- | | *Spacebar* | | makes the player   |  | | --- | | *Jump* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Crates* | appear | | from   |  | | --- | | *The right of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Jump over the obstavles* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Jump when you jump, and crash when you fall* | | and particle effects   |  | | --- | | *Dirt when you run and smoke explosions when you fail.* | |
|  | [*optional*] There will also be   |  | | --- | | *Music playing in the background and the background scrolls continuously.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *N/A* | | making it   |  | | --- | | *N/A* | |
|  | [*optional*] There will also be   |  | | --- | | *N/A* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *game* | | will   |  | | --- | | *End* | | whenever   |  | | --- | | *you collide with an object* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *N/A* | will appear | | | and the game will end when   |  | | --- | | *you collide with an object. resulting in game over.* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Uses physics mechanics, and rigidbody as well as box colliders. objects spawn and destroy whenever It hits a left bound.* | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| #1 | |  | | --- | | * *Make the player jump* | | |  | | --- | | *02/21* | |
| #2 | |  | | --- | | * *Make objects spawn, and transform left.* | | |  | | --- | | *02/21* | |
| #3 | |  | | --- | | * *Set background to loop* | | |  | | --- | | *02/21* | |
| #4 | |  | | --- | | * *Add sound effects and particles.* | | |  | | --- | | *02/21* | |
| #5 | |  | | --- | | * *Add music to the main camera.* | | |  | | --- | | *02/21* | |
| 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