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

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Sphere* | | in this   |  |  | | --- | --- | | *Sideview* | game | |
|  | where   |  | | --- | | *The arrow keys* | | makes the player   |  | | --- | | *Rotates the camera or moves the sphere forward or backwards.* | |

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| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemy balls* | appear | | from   |  | | --- | | *Random* | |
|  | and the goal of the game is to   |  | | --- | | *Knock the enemies off the ledge.* | | |

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *more enemies after each wave* | | making it   |  | | --- | | *Spawn more enemies to knock off.* | |
|  | [*optional*] There will also be   |  | | --- | | *powerups will also spawn that gives players 7 seconds of Increase strength.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *game* | | will   |  | | --- | | *End* | | whenever   |  | | --- | | *you fall off the ledge.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *N/A* | will appear | | | and the game will end when   |  | | --- | | *N/A* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Implemented bouncy physics to the player and enemy objects.* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Add player and enemy objects* | | |  | | --- | | *3/7* | |
| **#2** | |  | | --- | | * *Add physics* | | |  | | --- | | *3/7* | |
| **#3** | |  | | --- | | * *Make enemies spawn random locations* | | |  | | --- | | *3/7* | |
| **#4** | |  | | --- | | * *Create power ups* | | |  | | --- | | *3/7* | |
| **#5** | |  | | --- | | * *Make power ups give a boost and spawn randomly.* | | |  | | --- | | *3/7* | |
| **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