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| Project Design Document | |  | | --- | | *4/1/2021*  Brad M | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Sensor* | | in this   |  |  | | --- | --- | | *2D/orthographic* | game | |
|  | where   |  | | --- | | *Click* | | makes the player   |  | | --- | | *Destroy objects* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *good and bad objects* | appear | | from   |  | | --- | | *Below the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Destroy the good objects and not the bad.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *N/A* | | and particle effects   |  | | --- | | *When objects are destroyed colored particles explode.* | |
|  | [*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,   |  | | --- | | *Missing a good object* | | making it   |  | | --- | | *End the game* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *A good or bad object is clicked* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Spider Sense Clicker* | will appear | | | and the game will end when   |  | | --- | | *A good object is not clicked.* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Difficulty buttons affects spawn rate.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Add scene and adjust the background* | | |  | | --- | | *4/4* | |
| **#2** | |  | | --- | | * *Create objects into prefabs* | | |  | | --- | | *4/4* | |
| **#3** | |  | | --- | | * *Add functionality to spawn objects* | | |  | | --- | | *4/4* | |
| **#4** | |  | | --- | | * *Create game manager and functionality* | | |  | | --- | | *4/4* | |
| **#5** | |  | | --- | | * *Implement a title, game over, and difficulty buttons.* | | |  | | --- | | *4/4* | |
| **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