## **Project Design Document**

03/14/2022 Bruce H.

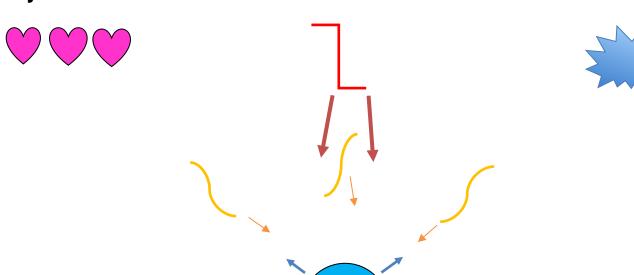
## **Project Concept**

1 Player Control	You control a		in this				
	Wizard		First and/or Third person action game		game		
	where make		makes the	es the player			
			Move and	Move and fire spells			
2 Basic Gameplay	During the game,			from			
	Worms ap		appear	Underground			
	and the goal of the game is to  Survive for as long as you can						
	Survive for as long as you can						
3 Sound & Effects	There will be sound effects			and particle effects			
	Sound effects when you fire a spell or destroy a worm			When spell Is fired, you are attacked, or worm Is destroyed.			
	[optional] There will also be						
	Background music						
4 Gameplay Mechanics	As the game progresses,			making it			
	More worms appear			harder for the player to survive			
	[optional] There will also be						
	Boss worms that appear that are stronger than the smaller worms						
5 User Interface	The will		whe	whenever			
	lives	decrease	ам	a worm successfully damages a player.			
	At the start of the game, the title		and	and the game will end when			
	Synth Wizard will appear		ear the	the player dies.			
6 Other Features	There will also be a score and a timer that tracks how long you survived. 5 rounds max to start and add more as time allows.						

## **Project Timeline**

Milestone	Description	Due
#1	- Project setup/Build play area	03/26
#2	<ul> <li>Player game object created or imported/Movement</li> <li>First person or Third person camera setup</li> <li>Player life UI shown</li> </ul>	04/02
#3	<ul> <li>Enemy worm game object created or imported/Movement</li> <li>Spawn enemy worm game objects</li> <li>Enemy count UI shown</li> </ul>	04/09
#4	<ul> <li>Create player spell projectiles</li> <li>When player projectile hits worm it is destroyed</li> <li>When player destroys worm enemy count decreases</li> </ul>	04/16
#5	<ul> <li>Have enemy worm attack player</li> <li>Create enemy worm projectiles</li> <li>When player gets hit player's life decreases</li> <li>Player gets destroyed when life is equal to or less than O</li> </ul>	O4/23
Backlog	<ul> <li>Have enemies drop power ups</li> <li>Upgrade player</li> <li>Have different damage types ice/fire/earth/wind/light/dark etc.</li> </ul>	AS TIME ALLOWS

## **Project Sketch**



Player HP	BOSS WORM	
		Enemy Count
	MINION WORMS	
	PLAYER	