

Project Design Document

03/14/2022

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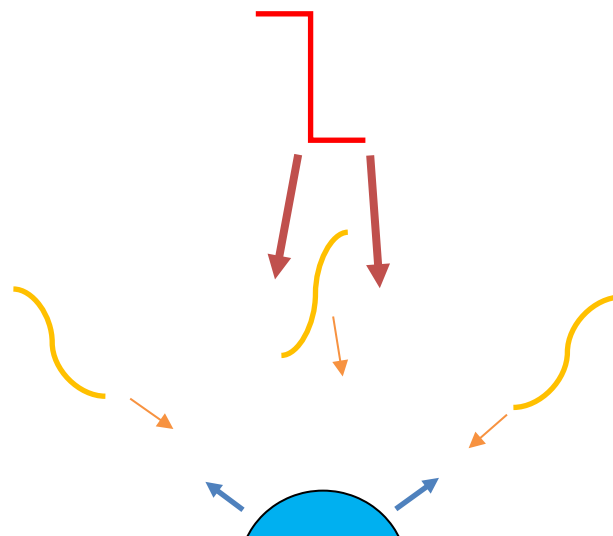
Project Concept

1 Player Control	You control a <input type="text" value="Wizard"/> in this <input type="text" value="First and/or Third person action"/> <input type="text" value="game"/>		
	where <input type="text" value="Arrow buttons and mouse clicks"/> makes the player <input type="text" value="Move and fire spells"/>		
2 Basic Gameplay	During the game, <input type="text" value="Worms"/> <input type="text" value="appear"/> from <input type="text" value="Underground"/>		
	and the goal of the game is to <input type="text" value="Survive for as long as you can"/>		
3 Sound & Effects	There will be sound effects <input type="text" value="Sound effects when you fire a spell or destroy a worm"/> and particle effects <input type="text" value="When spell is fired, you are attacked, or worm is destroyed."/>		
	[optional] There will also be <input type="text" value="Background music"/>		
4 Gameplay Mechanics	As the game progresses, <input type="text" value="More worms appear"/> making it <input type="text" value="harder for the player to survive"/>		
	[optional] There will also be <input type="text" value="Boss worms that appear that are stronger than the smaller worms"/>		
5 User Interface	The <input type="text" value="lives"/> will <input type="text" value="decrease"/> whenever <input type="text" value="a worm successfully damages a player."/>		
	At the start of the game, the title <input type="text" value="Synth Wizard"/> will appear <input type="text" value="and the game will end when the player dies."/>		
6 Other Features	<input type="text" value="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	<ul style="list-style-type: none"> - Project setup/Build play area 	03/26
#2	<ul style="list-style-type: none"> - Player game object created or imported/Movement - First person or Third person camera setup - Player life UI shown 	04/02
#3	<ul style="list-style-type: none"> - Enemy worm game object created or imported/Movement - Spawn enemy worm game objects - Enemy count UI shown 	04/09
#4	<ul style="list-style-type: none"> - Create player spell projectiles - When player projectile hits worm it is destroyed - When player destroys worm enemy count decreases 	04/16
#5	<ul style="list-style-type: none"> - Have enemy worm attack player - Create enemy worm projectiles - When player gets hit player's life decreases - Player gets destroyed when life is equal to or less than 0 	04/23
Backlog	<ul style="list-style-type: none"> - Have enemies drop power ups - Upgrade player - Have different damage types ice/fire/earth/wind/light/dark etc. 	AS TIME ALLOWS

Project Sketch



Player HP

BOSS WORM

Enemy Count

MINION WORMS

PLAYER