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| Project Design Document | |  | | --- | | *04/21/2021*  Caspar van Vuure | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *person* | | in this   |  |  | | --- | --- | | *thirdperson* | game | |
|  | where   |  | | --- | | *You can use wasd* | | makes the player   |  | | --- | | *Go forward, left, backward, right* | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemies will* | appear | | from   |  |  | | --- | --- | | *Different spawnpoints* | | |
|  | and the goal of the game is to   |  | | --- | | *Reach the end of the level* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  |  | | --- | --- | | *I want sound effects wolfs howling to create a scary atmosphere* | | | and particle effects   |  |  | | --- | --- | | *There will be particles when u hit the enemy* | | |
|  | [*optional*] There will also be   |  |  | | --- | --- | | *The enemies have animations* | | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  |  | | --- | --- | | *There will be more enemies* | | | making it   |  |  | | --- | --- | | *Harder for the player to get to the end of the level* | | |
|  | [*optional*] There will also be   |  |  | | --- | --- | | *-* | | | |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *timer* | | will   |  | | --- | | *decrease* | | whenever   |  |  | | --- | --- | | *timer.* | | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“title”* | will appear | | | and the game will end when   |  |  | | --- | --- | | *The player reaches the goal* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 6 **Other Features** |  | |  |  | | --- | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | | | |

# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Start of the game where the player can already move* | | |  | | --- | | *04/21* | |
| **#2** | |  | | --- | | * *Enemies will come towards you* | | |  | | --- | | *04/23* | |
| **#3** | |  | | --- | | * *There will be a timer and when it reaches 0 you will die same with when a enemies reaches you* | | |  | | --- | | *04/28* | |
| **#4** | |  | | --- | | * *Levels will make it harder* | | |  | | --- | | *04/30* | |
| **#5** | |  | | --- | | * *A start screen is made and game is done* | | |  | | --- | | *05/05* | |
| **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

