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| Project Design Document | |  | | --- | | *14/03/2022*  Caroline Percy | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Farmer* | | in this   |  |  | | --- | --- | | *top Down* | game | |
|  | where   |  | | --- | | *WASD, and O* | | makes the player   |  | | --- | | *Move, and tend to their plants* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Dehydration and bugs* | appear | | from   |  | | --- | | *On the farmer's plants* | |
|  | and the goal of the game is to   |  | | --- | | *Keep the plants alive, and harvest crops for a score* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When you water/remove bugs from plants, and when bugs/dehydration spawns* | | and particle effects   |  | | --- | | *At the same as the sound effects* | |
|  | [*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,   |  | | --- | | *More plants will get diseased/dehydrated* | | making it   |  | | --- | | *harder to keep all the plants alive* | |
|  | [*optional*] There will also be   |  | | --- | | *A watering can and bug spray to be picked up & used* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *Each time the player waters/cleans a plant* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Plant Grab* | will appear | | | and the game will end when   |  | | --- | | *All plants are dead* | |

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

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Project / Camera set up with primitive objects for all gameplay objects* | | |  | | --- | | *14/03/22* | |
| **#2** | |  | | --- | | * *Player can move in all directions and cannot leave play area* | | |  | | --- | | *15/03/22* | |
| **#3** | |  | | --- | | * *Bugs/Dehydration spawn randomly on plants* * *when left awhile with this, the plant dies* * *Player can save plants by being near them and pressing O* | | |  | | --- | | *15/03/22* | |
| **#4** | |  | | --- | | * *Score / gameover added (console)* | | |  | | --- | | *16/03/22* | |
| **#5** | |  | | --- | | * *Particle/sound effects* | | |  | | --- | | *16/03/22* | |
| **Backlog** | |  | | --- | | * *Have it so player has to swap between Watering can and bug spray* * *Score table??* | | |  | | --- | | *17/03/22* | |

# Project Sketch