Project Design Document

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Project Concept

1 Player Control

You control a

Character

in this

Side view game

game

where

Keyboard input Arrow keys/WASD

makes the player

Move right or left and jump using the spacebar. Gravity pulls the player down

2 Basic Gameplay

During the game,

Enemies, coins and platforms

appear

from

Side and above

and the goal of the game is to

Reach the end of the level while avoiding enemies and collecting coins.

3 Sound & Effects

There will be sound effects

For jumping, collecting coins, getting hit and winninng

and particle effects

When collecting coins and the player gets hit

[*optional*] There will also be

Background music

4 Gameplay Mechanics

As the game progresses,

The level gets harder with moving platforms and faster enemies.

making it

More challenging to time jumps and avoid hazards

[*optional*] There will also be

Probably double jumping.

5 User Interface

The

The score

will

Will increase

whenever

Whenever a coin is collected

At the start of the game, the title

Bloinky

will appear

and the game will end when

When the player reaches the flag or loses lives

6 Other Features	Level restart on game over.	

Project Timeline

Milestone	Description	Due
#1	- Player movements en jumping	06/08
#2	- Platforms placing and physics testing	06/09
#3	- Coin collecting and score UI	06/10
#4	- Enemies and game over logica	06/11
#5	- Start menu and winning screen and sounds	06/12
Backlog	- NEW LEVELS	06/13

Project Sketch