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| Project Design Document | |  | | --- | | *09/05/2022*  Charles Mulligan | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Sniper Scope* | | in this   |  |  | | --- | --- | | *Top Down* | game | |
|  | where   |  | | --- | | *Mouse Clicks and Movement* | | makes the player   |  | | --- | | *Shoot an enemy and move the scope* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemy Soldiers* | appear | | from   |  | | --- | | *Right Side of the Screen* | |
|  | and the goal of the game is to   |  | | --- | | *Stop any soldiers reaching and killing you* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Gun shot sounds, enemy shouts* | | and particle effects   |  | | --- | | *gun firing and hitting effects* | |
|  | [*optional*] There will also be   |  | | --- | | *Unit death animations* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More enemies will appear* | | making it   |  | | --- | | *harder to stop them reaching you* | |
|  | [*optional*] There will also be   |  | | --- | | *Reloading wait time for the gun* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *Increase* | | whenever   |  | | --- | | *The player kills an enemy* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *The Last Sniper* | will appear | | | and the game will end when   |  | | --- | | *An enemy reaches the sniper* | |

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| 6 **Other Features** |  | |  | | --- | | *Possible upgrade ammo count feature to add* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Create Background/Sniper Scope, Player and Enemies* | | |  | | --- | | *10/06* | |
| **#2** | |  | | --- | | * *Add Enemy spawning to the right side of the game* * *Add Player Unit to game* * *Set Camera Position* | | |  | | --- | | *10/13* | |
| **#3** | |  | | --- | | * *Add Sniper Scope which follows mouse control* * *Add Kill Counter to game* * *Add Ammo Count and reloading to game* | | |  | | --- | | *10/20* | |
| **#4** | |  | | --- | | * *Add Sound Effects to shooting, reloading and Impact* * *Add Game Over condition* * *Add restart function* | | |  | | --- | | *10/27* | |
| **#5** | |  | | --- | | * *Add Title sequence/Main menu* * *Add Unit Death animation* * *Add Score tracking to top left of game screen* | | |  | | --- | | *11/03* | |
| **Backlog** | |  | | --- | | * *Add money mechanics to game* * *Add Upgrade Ammo Count button* * *Add Other Upgrade Options* * *Add Other Enemies* | | |  | | --- | | *12/01* | |

# Project Sketch

