|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *mm/dd/yyyy*  Philip | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Player* | | in this   |  |  | | --- | --- | | *Top down* | game | |
|  | where   |  | | --- | | *Controller* | | makes the player   |  | | --- | | *Move and shoot* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Zombies* | appear | | from   |  | | --- | | *Outside of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Defeat waves of zombies* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *gunshots and zombies,* | | and particle effects   |  | | --- | | *Bullets, blood, giblets* | |
|  | [*optional*] There will also be   |  | | --- | | *level up sounds, navigating menus* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *level up character, new weapons* | | making it   |  | | --- | | *game will become harder, more zombies different types.* | |
|  | [*optional*] There will also be   |  | | --- | | *Ammo types* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *score/lives/timer* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *condition to change score/lives/timer.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Zombee* | will appear | | | and the game will end when   |  | | --- | | *Player dies* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 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

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Character movement and gun fire* | | |  | | --- | | *20/07* | |
| **#2** | |  | | --- | | * *Zombie spawns and environment* | | |  | | --- | | *27/07* | |
| **#3** | |  | | --- | | * *Powerups, guns* | | |  | | --- | | *03/08* | |
| **#4** | |  | | --- | | * *RPG level up elements* | | |  | | --- | | *10/08* | |
| **#5** | |  | | --- | | * *Sounds effects and game objective logic* | | |  | | --- | | *17/08* | |
| **Backlog** | |  | | --- | | * *Coop* | | |  | | --- | | *25/08* | |

# Project Sketch

