Project Design Document

*mm/dd/yyyy*

Name

Project Concept

**1**

**Player Control**

You control a

*Human player*

in this

*Isometric*

game

where

*the horizontal and vertical*

makes the player

*move left, right, up and down.*

**2**

**Basic**

**Gameplay**

During the game,

*flying platforms*

appear and fall down

from

*the empty bottom of the ground*

and the goal of the game is to

*jump on platforms and try to survive.*

**3**

**Sound**

**& Effects**

There will be sound effects

*When the platforms crack and are about to fall down. Also when they fall down*

and particle effects

*when platforms appear and crack.*

[*optional*] There will also be

*Athmospheric stars which indicates that your are in space. These will always be as a part of the environment.*

**4**

**Gameplay**

**Mechanics**

As the game progresses,

*different types of platforms with unique twists spawn*

making it

*harder to survive since you also have to keep in mind the unique features of other types of platforms.*

[*optional*] There will also be

*description of any other gameplay mechanic(s) and their effect on the game.*

**5**

**User**

**Interface**

The

*Score*

will

*Increase*

whenever

*you land on a platform.*

At the start of the game, the title

*“Working title*

will appear

and the game will end when

*You fall down.*

**6**

**Other Features**

*Any other notes about the project that you don’t feel were addressed in the above.*

Project Timeline

**Milestone**

**Description**

**Due**

**#1**

*• Isometric camera + player movement*

*mm/dd*

**#2**

*• Camera follow script + platform script*

*mm/dd*

**#3**

*• random spawn script for platforms*

*mm/dd*

**#4**

*• Score system where you get one point every time you collide with a platform*

*mm/dd*

**#5**

*• Death screen and restart button*

*mm/dd*

**Backlog**

*• Unique platforms which makes the game more diverse and interesting*

*• Atmospheric particle effects which add the “universe” backdrop feel*

*• Animations for characters + platforms cracking and sound effects*

*mm/dd*

Project Sketch