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| Project Design Document | |  | | --- | | *09/30/2022*  *Balderas Zamora José Guillermo* | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | Futbolista | | in this   |  |  | | --- | --- | | *Hacia arriba / vista lateral* | game | |
|  | where   |  | | --- | | *Flechas del teclado* | | makes the player   |  | | --- | | *Moverse en linea recta.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Obstaculos* | appear | | from   |  | | --- | | *Toda la pantalla* | |
|  | and the goal of the game is to   |  | | --- | | *El player evitara chocar con los obstaculos* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *musica de fondo* | | and particle effects   |  | | --- | | *Sonido de salto* | |
|  | [*optional*] There will also be   |  | | --- | | *El player hara un sonido de salto* | | |

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| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Conforme pasa el juego los obstaculos son más rapidos al aparecer* | | making it   |  | | --- | | *Dificil seguir con vida* | |
|  | [*optional*] There will also be   |  | | --- | | *Vidas extras* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Vidas* | | will   |  | | --- | | *Disminuyen* | | whenever   |  | | --- | | *Cuando choca con los obstaculos* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Messi!* | will appear | | | and the game will end when   |  | | --- | | *Sin tocar el balon* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Los objetos Iran apareciendo en el transcurso del juego* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *Crear de manera sencilla los objetos que seran utilizados en el juego* | | |  | | --- | | *10/10* | |
| **#2** | |  | | --- | | * *El jugador se podra mover dando saltos verticales dentro del juego* | | |  | | --- | | *15/10* | |
| **#3** | |  | | --- | | * *Los objetos iran apareciendo de manera aleatoria en el juego* * *Restarle una vida al jugador mientras choque con un objeto* | | |  | | --- | | *25/10* | |
| **#4** | |  | | --- | | * *Aumentar la dificultad en el transcurso del juego* | | |  | | --- | | *05/11* | |
| **#5** | |  | | --- | | * *Agregar los sonidos dentro del juego* | | |  | | --- | | *10/11* | |
| **Backlog** | |  | | --- | | * *Aparecer cada cierto tiempo los objetos aleatoriamente.* * *Diferentes personajes de Messi* | | |  | | --- | | *20/11* | |

# Project Sketch