# Project Design Document

## Project Concept

**1**

**Player Control**

You control a

*Gelatinous Cube*

in this

*2D*

game

where

*The Keyboard*

makes the player

*Move, jump, and attack*

**2**

**Basic Gameplay**

During the game,

*Enemies*

appear

from

*The right and left sides*

and the goal of the game is to

*Eat your way to a cave to finally sleep*

**3**

**Sound & Effects**

There will be sound effects

*Pop! Slurp! boing!*

and particle effects

*Splat and goop*

[*optional*] There will also be

*Enemy cries in pain*

**4**

**Gameplay Mechanics**

As the game progresses,

*You grow bigger*

making it

*Easier to take down bigger enemies*

[*optional*] There will also be

*Powerups that change your size and ability*

**5**

**User Interface**

The

*The timer*

will

*decrease*

whenever

*Your hunger isn't being satisfied*

At the start of the game, the title

*ATTACK! of the GELATINOUS cube*

will appear

and the game will end when

*Cube makes it to his cave or when it melts from lack of food.*

**6**

**Other Features**

*If I have time.  Little Emote UI cards and story clips*

# Project Timeline

| Milestone | Description | Due |
|-----------|-------------|-----|
| #1 | Character movement | 09/30 |
| #2 | Enemy Movement | 10/4 |
| #3 | Power ups and abilities | 10/9 |
| #4 | Level and spawn | 10/14 |
| #5 | UI, Particles and sound effects | 10/19 |
| Backlog | - Animation<br>- Art<br>- Extra stuffs | 11/10 |

# Project Sketch