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Project Design Document

Project Concept

1

Player Control

You control a
Warrior

in this
top Down

game

where
user input type

makes the player
player walk around

2

Basic Gameplay

During the game,
monsters

appear

from
Edges of screen

and the goal of the game is to
Kill monsters score points

3

Sound & Effects

There will be sound effects
hit/kill monsters, monster spawn

and particle effects
Monster hit/killed

[*optional*] There will also be
Background music

4

Gameplay Mechanics

As the game progresses,
More monsters appear, stronger monsters appear

making it
Staying alive harder

[*optional*] There will also be
Power ups and health drops

5

User Interface

The
score/lives

will
increase/decrease

whenever
Kill monster/pickup heart

At the start of the game, the title
Monster Mayhem

will appear

and the game will end when
Run out of lives

6

Other Features

Hurt monsters by hitting them with front of player. Lose lives being hit elsewhere on player or by projectiles.

Project Timeline

Milestone	Description	Due
#1	- Create arena prototype - Player prototype - Monster prototype	*12/01*
#2	- Implement player movement WASD - Monster chase movement	*12/03*
#3	- Player attack dmg - Monster dmg - Pickups implemented	*12/05*
#4	- Add 3d assets - Add particle effects - Add sound effects	*12/07*
#5	- Add title screen, game over screen - Add scoring	*12/09*
Backlog	- Feature on backlog - not a part of the minimum viable product - Feature on backlog - not a part of the minimum viable product - Feature on backlog - not a part of the minimum viable product	*mm/dd*

Project Sketch