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| Project Design Document | |  | | --- | | *05/25/2023*  Bodaci Valeriu | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Human* | | in this   |  |  | | --- | --- | | *Third Person* | game | |
|  | where   |  | | --- | | *New Input System & old Input System* | | makes the player   |  | | --- | | *Moving around* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *types of objects* | appear | | from   |  | | --- | | *area(s) of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Kill all the enemies* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Hit Sounds,Shoot Sounds, Attack Sounds, Footsteps Sounds, Voice Sounds* | | and particle effects   |  | | --- | | *None* | |
|  | |  | | --- | |  | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Enemies gets stronger* | | making it   |  |  | | --- | --- | | *Harder to kill them* |  | |
|  | |  | | --- | |  | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Hp and Damage Indicator* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *Player get hit, drink potions* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Midnight Works* | will appear | | | and the game will end when   |  | | --- | | *Player has 0 hp == dies* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Starting the project* | | |  | | --- | | *03/15* | |
| **#2** | |  | | --- | | * *Player Movement/ Player Aim* | | |  | | --- | | *03/27* | |
| **#3** | |  | | --- | | * *Animator Controller* | | |  | | --- | | *04/02* | |
| **#4** | |  | | --- | | * *Arhitecture of the game (Scriptable Objects/Player/Enemies/Items)* | | |  | | --- | | *04/16* | |
| **#5** | |  | | --- | | * *Inventory System* | | |  | | --- | | *04/21* | |
| **Backlog** | |  | | --- | | * *Fiecare etapa o refaceam de minim 2 ori, deoarece gaseam metode mai eficiente si mai comode in folosire pe parcurs.Si am enumerat etapele generale ale proiectului. Am invatat foarte multe lucrand la acest proiect, si intr-un final sunt multumit de resultat. Trebuie sa evidentiez ca este doar un prototip si nu il consider ca un proiect terminat.* | | |  | | --- | | *05/25* | |