|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *mm/dd/yyyy*  Student Name | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Deer* | | in this   |  |  | | --- | --- | | *Top down* | game | |
|  | where   |  | | --- | | *Arow keys* | | makes the player   |  | | --- | | *Move around the screen in all directions* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Other animal and obstacles* | appear | | from   |  | | --- | | *The top of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Avoid crashing into rocks and being eaten by foxes* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *when you bump into other animal, crash into a rock, or are eaten by a fox* | | and particle effects   |  | | --- | | *when you crash into a rock* | |
|  | [*optional*] There will also be   |  | | --- | | *A scrolling background making it look like the animals are running very quickly.* | | |

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| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *waves of foxes attempt to attack* | | making it   |  | | --- | | *More difficult to stay alive* | |
|  | [*optional*] There will also be   |  | | --- | | *hearts the appear, giving the player extra health* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *lives* | | will   |  | | --- | | *Decrease* | | whenever   |  | | --- | | *The player hits a rock or is bitten by a fox* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Oh dear* | will appear | | | and the game will end when   |  | | --- | | *you run out of lives* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *you will bounce off of larger animals, making It harder control the player and void the dangers.* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *project / camera set up with primitive objects for all gameplay object.* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *player can move in all directions and cannot leave player area* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *the animals if I am going to click on space, the animals can disappear from the aria* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *if I didn't shoot the animals from the pizza then I get a message that the game is over* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *challenge clear* | | |  | | --- | | *mm/dd* | |
| **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 Sketc

Player

Player