

Project Design Document

01/27/2025

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Project Concept

1

Player Control

You control a

Bear

in this

top Down

game

where

Keyboard input(WSAD)

makes the player

Move up/down/left/right

2

Basic Gameplay

During the game,

lumberman

appear

from

Borders of the screen

and the goal of the game is to

Beat all the lumberman

3

Sound & Effects

There will be sound effects

Screaming, roaring

and particle effects

Explode, burst

[optional] There will also be

description of any other expected special effects or animation in the project.

4

Gameplay Mechanics

As the game progresses,

Bears win better weapons and grow stronger

making it

More stronger to defend the forest

[optional] There will also be

description of any other gameplay mechanic(s) and their effect on

the game.

5
User Interface

ThetimerwilldecreasewheneverTime goes by.

At the start of the game, the title5 min to defend your forestwill appearand the game will end whenTime up

6
Other Features

Any other notes about the project that you don't feel were addressed in the above.

Project Timeline

MilestoneDescriptionDue

#1

Define Game Mechanics: Describe how the black bear will defend the forest.Specify actions (e.g., chasing, roaring, traps) and enemy behaviors (e.g., lumberjacks attacking trees)

Map Design and Layout: Sketch a fixed 2D forest map with defined boundaries and landmarks (e.g., trees, rivers).

Game Flow Planning: Outline the 5-minute gameplay structure (e.g., start, middle, end). Plan difficulty progression (e.g., increasing number of lumberjacks).

02/04

#2	<p><i>Character Design: Create a 2D sprite for the black bear with animations (idle, move, attack).</i></p> <p><i>Enemy Design: Design lumberjack sprites and behaviors (e.g., chopping, escaping).</i></p> <p><i>Basic Gameplay Programming: Implement player controls for the bear. Create basic enemy AI for the lumberjacks.</i></p>	02/25
#3	<p><i>Map Interaction: Add trees, bushes, and interactive objects. Program the lumberjacks to damage trees and the bear to defend them.</i></p> <p><i>Game Progression: Introduce increasing waves of lumberjacks. Implement a timer for the 5-minute game duration.</i></p> <p><i>Sound Effects and Music: Add sound effects for the bear's actions and lumberjack chopping. Create background music to enhance the forest atmosphere.</i></p>	03/18
#4	<p><i>Bug Fixing: Test gameplay to identify and resolve bugs (e.g., collision issues, AI behavior).</i></p> <p><i>UI and Feedback: Add a score system based on trees saved. Implement end-screen feedback (win/lose based on trees saved).</i></p>	04/01
#5	<p><i>Final Optimization: Ensure smooth performance on target platforms.</i></p> <p><i>Release and Feedback: Launch the game and collect player feedback for future updates</i></p>	04/08
Backlog	<ul style="list-style-type: none"> - Feature on backlog - not a part of the minimum viable product - Feature on backlog - not a part of the minimum viable product 	mm/dd

- Feature on backlog - not a part of the minimum viable product

Project Sketch

