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

| Project Concept | | | |
| --- | --- | --- | --- |
| 1 **Player Control** |  | You control a   | Player | | --- | | in this   | Side View | game | | --- | --- | |
|  | where   | A and D | | --- | | makes the player   | Makes the player move left and right | | --- | |

| 2 **Basic**  **Gameplay** |  | During the game,   | Spikes and obstacles | appear | | --- | --- | | from   | The right of the screen | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | and the goal of the game is to   | Get to the finish on the far right | | --- | | |

| 3 **Sound**  **& Effects** |  | There will be sound effects   | Music when you start and sounds when you die and collect coins | | | --- | --- | | and particle effects   | Fire out of a jetpack | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [optional] There will also be   | The player will also be animated when moving | | | --- | --- | | |

| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   | You will have to use spacebar to dodge obstacles | | | --- | --- | | making it   | Harder to move | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [optional] There will also be   |  | | | --- | --- | | |

| 5 **User**  **Interface** |  | The   | Lives | | --- | | will   | decrease | | --- | | whenever   | You die | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | At the start of the game, the title   | Bub | will appear | | --- | --- | | | and the game will end when   | You reach the finish | | | --- | --- | |

| 6 **Other Features** |  | | You will also collect coins throughout the game | | | --- | --- | | |
| --- | --- | --- | --- | --- | --- |

# Project Timeline

| Milestone | Description | Due |
| --- | --- | --- |
| **#1** | | * Level design met tile palette | | --- | | | 5/03 | | --- | |
| **#2** | | * Player movement | | --- | | | 9/03 | | --- | |
| **#3** | | * Camera movement | | --- | | | 18/03 | | --- | |
| **#4** | | * Player Death | | --- | | | 25/03 | | --- | |
| **#5** | | * Start en finish afgerond | | --- | | | 8/04 | | --- | |
| **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

