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| Project Design Document | |  | | --- | | *mm/dd/yyyy*  Daniel Sitorus | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Keyboard* | | in this   |  |  | | --- | --- | | *side view* | game | |
|  | where   |  | | --- | | *Arrow keys* | | makes the player   |  | | --- | | *Jump across walls* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Blocks and traps* | appear | | from   |  | | --- | | *The side of the wall* | |
|  | and the goal of the game is to   |  | | --- | | *Avoid the blocks and the traps while trying to achieve high score* | | |

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| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *when you jump across* | | and particle effects   |  | | --- | | *particles explosion when an obstacle Is broken and when the player jump* | |
|  | [*optional*] There will also be   |  | | --- | | *Small particles every time the player runs and sound effect when they land* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More obstacles spawn and goes down faster and a higher spawn rate* | | making it   |  | | --- | | *More difficult to avoid it while making the decision on where to jump* | |
|  | [*optional*] There will also be   |  | | --- | | *Ability to slide, dash and air jump to allow more Immersive and fluid movements* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *The player continues to run and live* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Wall-runner* | will appear | | | and the game will end when   |  | | --- | | *The player hits an obstacle and dies* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *- Restart the game*  *- Stamina powerup*  *- Rocket booster powerup* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Primitive objects and camera positioned correctly* | | |  | | --- | | *09/03* | |
| **#2** | |  | | --- | | * *Basic player controls and input* | | |  | | --- | | *09/04* | |
| **#3** | |  | | --- | | * *Basic gameplay, objects spawning and its position. Players actions and replacing primitive objects with 3D models.* * *Interactions with objects / obstacles (break boxes, death on impact, etc)* | | |  | | --- | | *09/11* | |
| **#4** | |  | | --- | | * *Updating the movement mechanics and player control* * *Allowing movement combos* | | |  | | --- | | *09/25* | |
| **#5** | |  | | --- | | * *Add UI which includes stamina bar and score count* * *Add particles and sound effects* * *Add stamina powerups* | | |  | | --- | | *10/10* | |
| **Backlog** | |  | | --- | | * *Add optional levels with different themes and obstacles/enemies* * *Add rocket booster powerups* | | |  | | --- | | *End date* | |

# Project Sketch

