Project Design Document

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Project Concept

1

Player Control

You control a

dog

in this

top Down

game

where

Mouse and keyboard inputs

makes the player

Walk and shoot the cats

2

Basic Gameplay

During the game,

cats

appear

from

All sides of screen

and the goal of the game is to

Defeat as many dogs as possible

3

Sound & Effects

There will be sound effects

Of hitting cats or taking damage

and particle effects

Of shooting and defeating a cat

[*optional*] There will also be

Shake effects

4

Gameplay Mechanics

As the game progresses,

Difficulty increasing

making it

Cats will become smarter and more powerful

[*optional*] There will also be

Different types of cats and a knife/pistol system

5

User Interface

The

score

will

increase

whenever

Dog defeats the cat

At the start of the game, the title

BuddyVScats

will appear

and the game will end when

Dog loses all it's lifes

6

Other Features

Weapon change, shake effects, dodge ability, elite enemies

Project Timeline

Milestone	Description	Due
#1	- Dog movement	05/15
#2	- Cats appearing	05/31
#3	- Dog and cats shooting	06/15
#4	- Sounds and effects	06/25
#5	- UI	07/05
Backlog	- Change weapons - Different types of cats - Dodging ability - Elite enemies	07/15

Project Sketch

Screen moves with player

Bullets everywhere

Elite enemies