

Project Design Document

02/06/2025

Team 3

Project Concept

1 Player Control	You control a vampire where WASD + arrow keys	in this 3rd pov (camera follows the player) adventure/puzzle game makes the player move around the terrain
2 Basic Gameplay	During the game, enemy garlic appear and the goal of the game is to get to the top of the lighthouse	from random areas of the map
3 Sound & Effects	There will be sound effects when the lights turn on/off, when entity gets hit, when you die, when you get a powerup	and particle effects when the light touches you, when the garlic attacks you, when you get a powerup, when you reach the end and get the cure
	[optional] There will also be when the garlic attacks you there will be an animation; there will be a transformation of the player turning into a bat (if we incorporate the powerup)	
4 Gameplay Mechanics	As the game progresses, the player will work to get towards the top of the lighthouse while enemy garlic will try to attack the player and the light mechanic from the lighthouse oscillates	making it hard for the player to reach the top of the lighthouse and win the game
	[optional] There will also be a 2d portion of the game when the player gets closer to the lighthouse. the player will be forced to switch perspectives and the game switches into a 2d-platformer.	
5 User Interface	The timer will increase	whenever the player starts the game (6am timer; incentive to finish the game)
	At the start of the game, the title Lights Out will appear	and the game will end when the player reaches the top of the lighthouse and gets the cure

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

Project Timeline

Milestone	Description	Due
#1	- 3d to 2d switch on the player, player movements, find/place bare-bone assets; basic map design	02/06
#2	- tutorial level, find most assets (player, garlic, bats, lighthouse sound effects??), some map level design (figure out scope of map), figure out light mechanics for the lighthouse (oscillating, static, etc.), spawn the garlic (set up attacking mechanics);	02/20
#3	- UI elements (start menu + end menu screens), particle effects, adding sound effects and background music + more map design; animation for attacking garlic	03/06
#4	- more map design + polish; respond to feedback and responding to criticism; adding additional story UI for the end screen (when the player wins)	03/20
#5		mm/dd
Backlog	<ul style="list-style-type: none"> - <i>bats can appear as powerups to allow the player to dash (avoid the garlic, avoid light, etc.)</i> - burn meter (instead of the 3 lives; or can serve as a “shield” before getting to the 3 lives) 	mm/dd

Project Sketch



