

Project Design Document

10/01/2021
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Project Concept

1

Player Control

You control an

Apple truck

in this

Third person perspective

game

where

Arrow keys

makes the player

Go forward, left and right along the road.

2

Basic Gameplay

During the game,

Big hostile trucks

appear

from

Top of the screen (on the road)

and the goal of the game is to

Collect apples to fill the "Appeal" meter within a given time limit.

3

Sound & Effects

There will be sound effects

When you drive, when you collect apples and collide with obstacles and other trucks.

and particle effects

When you crash with obstacles or trucks and when you collect bonus apples.

[optional] There will also be

Starting line with "3...2...1" countdown and a finish line / end game screen with nice music.

4

Gameplay Mechanics

As the game progresses,

More and more hostile trucks and obstacles appear.

making it

More difficult to drive and collect apples in time.

[optional] There will also be

Power-ups giving the player time or invincibility bonuses.

5

User Interface

The

timer

will

decrease

whenever

The player starts driving.

score

increase

The player collects an apple.

At the start of the game, the title

Apple Appeal

will appear

and the game will end when

The time is up or when the road finishes.

6

Other Features

*Some apples may be rotten slowing you down.
There are special apples with random bonuses.
Your truck gets damaged by hitting other trucks but you can repair it by collecting "healing" apples.*

Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none">- Project / Camera set up with primitive objects for basic gameplay.	18/01
#2	<ul style="list-style-type: none">- P1 can move in all directions and cannot leave the play area.	25/01
#3	<ul style="list-style-type: none">- Hostile trucks and obstacles spawning at the top of the road.- Apples spawning on the road.- When P1 collides with other trucks - they bounce, P1 gets damage.- When the player collects apples - they are damaged (disappear).	01/02
#4	<ul style="list-style-type: none">- Primitive / prototype objects and background replaced / upgraded.- Visual overhaul.	08/02
#5	<ul style="list-style-type: none">- Score / Timer / Gameover mechanics programmed but not added to the UI, just confirmed with logs to console.	15/02
# 6	<ul style="list-style-type: none">- Particle and sounds effects implemented including scrolling background.	22/02
Backlog	<ul style="list-style-type: none">- Damage system with truck damage meter / status.- Power-ups to make the P1 drive faster, get repaired or get bonus points.	01/03

Project Sketch

