**EXAMEN KEUZEDEEL**

**BASIS PROGRAMMEREN VAN GAMES**

**K0788**

**BIJLAGE 1 VOOR DE KANDIDAAT  
GAME DESIGN DOCUMENT**

**Dit examen is ontwikkeld door Bob van den Berge, coach bij de Bit Academy, en Joey Schmitz, docent Software Development bij ROC van Flevoland. Onze dank gaat uit naar Lincy Ellermeijer, game developer en docent Game Development bij de HvA, voor haar hulp bij het ontwikkelen van het theoretische deel van de lesstof.**

# **GAME DESIGN DOCUMENT**

|  |  |  |  |
| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | | *Fruit basket* | | in this   |  |  | | --- | --- | | *Side view* | game | |
|  | where   |  | | --- | | *Left and right arrow keys* | | makes the player   |  | | --- | | *Move horizontally* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Fruits and rotten fruits* | appear | | from   |  | | --- | | *The top of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Get all the fruits in the basket except the rotten fruits* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **3** **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When the fruit is landed in the basket* | | and particle effects   |  | | --- | | *description of particle effects* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The fruits will come faster* | | making it   |  | | --- | | *More difficult to play* | |
|  | [*optional*] There will also be   |  | | --- | | *A bomb, if the bomb will come in the fruit basket then the game will be ended because it destroyed the basket.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **5** **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *The fruits are landed in the basket, or if the rotten fruits are in the basket the score will be decreased.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Wij lanceren je de toekomst* | will appear | | | and the game will end when   |  | | --- | | *When you have -100 score* | |

|  |  |  |  |
| --- | --- | --- | --- |
| **6** **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

# **Project Timeline**

|  |  |  |
| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * Implement player controls, basic fruit dropping mechanic, and points system. | | |  | | --- | | *20-06 / 22-06* | |
| **#2** | |  | | --- | | * Add logic to let fruits fall from the top of the screen and get score for it. | | |  | | --- | | *22-06 / 23-06* | |
| **#3** | |  | | --- | | * Add sound effects for catching fruits, particle effects for both catching and missing fruits | | |  | | --- | | *23-06 / 25-06* | |
| **#4** | |  | | --- | | * Implement game progression where fruit falling speed increases over time. | | |  | | --- | | *25-06 / 27-06* | |
| **#5** | |  | | --- | | * Refine the user interface, add a start screen, game over screen, and any additional polish needed for a complete game. | | |  | | --- | | *27-06 / 30-06* | |
| **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**

**Afbeelding met Kinderkunst, schermopname, tekenfilm, verven

Automatisch gegenereerde beschrijving**