Project Design Document

Project Concept

1

Player Control

You control a

Spaceship

in this

View from behind

game

where

ZQSD keys

makes the player

Move around the screen

2

Basic Gameplay

During the game,

Enemy spaceships

appear

from

The background

and the goal of the game is to

Eliminate the enemy spaceships

3

Sound & Effects

There will be sound effects

Blaster sounds, spaceship moving

and particle effects

Spaceships getting destroyed, laser guns

[*optional*] There will also be

Background music

4

Gameplay Mechanics

As the game progresses,

Enemy spaceships are going even faster

making it

More difficult for the player to destroy them

[*optional*] There will also be

Wrenches that will repair the player's spaceship

5

User Interface

The

Spaceship health

will

decrease

whenever

you get hit by an enemy

At the start of the game, the title

The fall of a squadron

will appear

and the game will end when

Spaceship is destroyed or there are no enemies left

6

Other Features

Project Timeline

Milestone	Description	Due
#1	Project / Camera set up with primitive objects for the gameplay	21/07
#2	-Player can move in all the directions possible for the game -Player can shoot lasers	28/07
#3	-Enemies spawning in the background and shooting -Enemies can be destroyed when shot	4/08
#4	Primitive objects replaces with real assets	11/08
#5	Spaceship health/ Game over added	18/08
Backlog	Particle and sound effects implemented	25/08

Project Sketch