

# Project Design Document

26/02/2023  
Annoyed Fiends

## Project Concept

1 Player Control	You control a <input type="text" value="Fiendish Character"/> in this <input type="text" value="Top Down / First Person"/> <input type="text" value="game"/>		
	where <input type="text" value="Mouse &amp; Keyboard"/> makes the player <input type="text" value="place Towers, shoot Fire-Beams"/>		
2 Basic Gameplay	During the game, <input type="text" value="Enemies"/> appear from <input type="text" value="the Start of the Level"/>		
	and the goal of the game is to <input type="text" value="defeat all the Enemies and survive a set amount of Waves"/>		
3 Sound & Effects	There will be sound effects <input type="text" value="while Towers shoot at Enemies"/> and particle effects <input type="text" value="when Enemies get hit by a Projectile"/>		
	[optional] There will also be <input type="text" value="Background-Music in each Level"/>		
4 Gameplay Mechanics	As the game progresses, <input type="text" value="harder Enemies will appear"/> making it <input type="text" value="harder to survive without a good Strategy"/>		
	[optional] There will also be <input type="text"/>		
5 User Interface	The <input type="text" value="Player Money"/> will <input type="text" value="Increase"/> whenever <input type="text" value="the Player defeats Enemies or successfully survives a Wave"/>		
	At the start of the game, the title <input type="text" value="Annoyed Fiends"/> will appear <input type="text" value="and the game will end when all the Waves are successfully completed, or the Player runs out of health points"/>		
6 Other	<input type="text" value="by pressing 'Space', the Player can switch into the 'Eye of Doom' and can manually shoot at the Enemies"/>		

## Features

## Project Timeline

Milestone	Description	Due
#1	- Functional feature(s) by milestone #1	mm/dd
#2	- Functional feature(s) by milestone #2	mm/dd
#3	- Functional feature(s) by milestone #3	mm/dd
#4	- Functional feature(s) by milestone #4	mm/dd
#5	- Functional feature(s) by milestone #5	mm/dd
Backlog	<ul style="list-style-type: none"><li>- Feature on backlog - not a part of the minimum viable product</li><li>- Feature on backlog - not a part of the minimum viable product</li><li>- Feature on backlog - not a part of the minimum viable product</li></ul>	mm/dd

**Project Sketch**

