

Design Document

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Project Concept: Chicken Clash

1

Player Control

You control a

farmer

in this

top down

game

where

A, S, D, W keys

makes the player

move around the scene in all directions.

2

Basic Gameplay

During the game,

chickens

appear

from

the top of the screen

and the goal of the game is to

feed them and collect as many eggs as possible to gain score, while avoiding chicken-attacks.

3

Sound & Effects

There will be sound effects

when a egg is picked up, a chicken hits the farmer or the farmer throws food

and particle effects

when the food hits and "destroys" the chicken.

[optional] There will also be

background music.

4

Gameplay Mechanics

As the game progresses,

chickens are spawn faster

making it

difficult to feed them and collect eggs.

[optional] There will also be

chickens with different feelings of hunger and powerups to throw food faster.

5

User Interface

The

score

will

increase

whenever

a egg is picked up

At the start of the game, the title

working title

will appear

and the game will end when

a chicken hits the farmer.

6

Other Features

The player can restart the game and set the difficulty.

Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none">- Project / Camera setup with primitive objects for all gameplay objects- Farmer can move in all directions and can not leave play area	01/15
#2	<ul style="list-style-type: none">- Various chicken randomly spawning from the top of screen- Powerups randomly spawning in a specific area- Farmer can throw food- Farmer can destroy chicken- After a chicken is destroyed, it leaves an egg at the ground- The eggs can be picked up again by chicken	01/31
#3	<ul style="list-style-type: none">- Sound effect for picking up an egg- Sound effect if a chicken hits the farmer- Sound effect if the farmer throws food- Particle effect if the food hits and destroys a chicken	02/30
#4	<ul style="list-style-type: none">- Over time more and more chicken are spawning- Chicken with different life points are implemented- When farmer collides with a chicken the game is over	03/15
#5	<ul style="list-style-type: none">- Starting screen is working- Score system is implemented	03/31
Backlog	<ul style="list-style-type: none">- Restart the game is possible- Adjustable level of difficulty- High score board that allows you to input your initials and save scores- The throwable food are not infinite- The farmer has to collect food, when he wants to throw the food- The chicken also have different abilities- The farmer also have life points- Hearts are spawning in the play area- Hearts restores the life of the human- Sometimes different obstacles appear- Sometimes different power-ups appear to give the farmer additional abilities	10/31

Project Sketch

