| Project Design Document | | *06/13/2025*  Doneal Piqué | | --- | |
| --- | --- | --- |

| Project Concept | | | |
| --- | --- | --- | --- |
| 1 **Player Control** |  | You control a   | *Block* | | --- | | in this   | *Side view* | game | | --- | --- | |
|  | where   | *Arrow down/ Spacebar* | | --- | | makes the player   | *Makes player duck/ Jump* | | --- | |

| 2 **Basic**  **Gameplay** |  | During the game,   | *Balls* | appear | | --- | --- | | from   | *The right side of the screen* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | and the goal of the game is to   | *Dodge objects and try to get the highest score* | | --- | | |

| 3 **Sound**  **& Effects** |  | There will be sound effects   | *Jump sound effect and game over sound effect* | | | --- | --- | | and particle effects   | *When hitting object* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *Color effect* | | | --- | --- | | |

| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   | *The block moves faster* | | | --- | --- | | making it   | *Harder to dodge objects* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *description of any other gameplay mechanic(s) and their effect on the game.* | | | --- | --- | | |

| 5 **User**  **Interface** |  | The   | *score* | | --- | | will   | *increase* | | --- | | whenever   | *As long as the player continues to dodge* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | At the start of the game, the title   | *Block Runner* | will appear | | --- | --- | | | and the game will end when   | *When the player hits an object* | | | --- | --- | |

| 6 **Other Features** |  | | *You’ll be able to press replay, And also see current and highest score.* | | | --- | --- | | |
| --- | --- | --- | --- | --- | --- |

# Project Timeline

| Milestone | Description | Due |
| --- | --- | --- |
| **#1** | | *Creating the project and building the layout* | | --- | | | *06/13* | | --- | |
| **#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** | | * *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

