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

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

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| 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* | | |

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| 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   |  | | --- | |  | | |

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| --- | --- | --- | --- | --- | --- |
| 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* | | |  | | --- | | *06/11* | |
| **#2** | |  | | --- | | *Creating the character controller for movement* | | |  | | --- | | *06/11* | |
| **#3** | |  | | --- | | *Making the obstacle spawner to spawn objects in for the player to dodge* | | |  | | --- | | *06/12* | |
| **#4** | |  | | --- | | *Making the The UI and working buttons to be able to start and replay game* | | |  | | --- | | *06/13* | |
| **#5** | |  | | --- | | *Increasing difficulty and Save System to see highest and current score* | | |  | | --- | | *06/14* | |
| **Backlog** | |  | | --- | | * *Higher difficulty curve* * *Game over and back to menu screen* | | |  | | --- | | *06/15* | |

# Project Sketch

**Dodge**

Score - +1

Dodge 💀