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| Project Design Document | |  | | --- | | *02/21/2021*  David Rudow | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Sisyphus* | | in this   |  |  | | --- | --- | | *Side view idle* | game | |
|  | where   |  | | --- | | *Upgrades* | | makes the player   |  | | --- | | *Move faster* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *weather and obstaces* | appear | | from   |  | | --- | | *Above* | |
|  | and the goal of the game is to   |  | | --- | | *push the ball up the hill as far as you can in 24hr* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Music, weather, and terain* | | and particle effects   |  | | --- | | *Dirt kicked up from the boulder* | |
|  | [*optional*] There will also be   |  | | --- | | *The character moving its legs* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *players get upgrades* | | making it   |  | | --- | | *Faster to move up the hill* | |
|  | [*optional*] There will also be   |  | | --- | | *Visual upgrades* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Ball* | | will   |  | | --- | | *Reset* | | whenever   |  | | --- | | *24 hours* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Sisyphean* | will appear | | | and the game will end when   |  | | --- | | *Never* | |

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| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *Base gameplay with stand In characters* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | *Add tapping ability to increase speed* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | *Weather and obstacles* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | *Power ups (shoes)* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | *10 and 1hr games w/ score* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | *- Dung beetle character*  *- reducing number of taps*  *- rounder boulder*  *- weather effects lessened*  *- shoes/clothing*  *- Terrain (level select)*  *- ads* | | |  | | --- | | *mm/dd* | |

# Project Sketch

