Project Design Document

Project Concept

1

Player Control

You control a

Robot

in this

FPS

game

where

arrows/mouse click

makes the player

move/fire

2

Basic Gameplay

During the game,

Enemy Robots

appear

from

The abyss

and the goal of the game is to

Destroy your enemies and read the record from base's system

3

Sound & Effects

There will be sound effects

When shooting, using a skill, getting hit; An enemy appears, enemy shoots, enemy is hit, destroyed.

and particle effects

When the enemy gets hit, destroyed. When the player shoots, using skills.

[*optional*] There will also be

Background music.

4

Gameplay Mechanics

As the game progresses,

There will be power ups and fuels from destroyed enemies you can pick up.

making it

Giving the player additional skills using and ability to accelerate.

[*optional*] There will also be

description of any other gameplay mechanic(s) and their effect on the game.

5

User Interface

The

lives

will

decrease

whenever

You are hit by the enemy or falling off the bridge.

At the start of the game, the title

A Pluto Mission

will appear

and the game will end when

You're dead or read the record

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

Project Timeline

Milestone	Description	Due
#1	- *Finishing Player control and basic gameplay*	*10/04*
#2	- *GamePlay Mechanics*	*10/11*
#3	- *Sound Effect and User Interface*	*10/15*
#4	- *Level Design and Artwork*	*10/??*
#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