Project Design Document

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Project Concept

1

Player Control

You control a

cube

in this

top down

game

where

and space
wasd

makes the player

move and interact   and shoot

2

Basic Gameplay

During the game,

enemmies

appear

from

the beginning of the level generation

and the goal of the game is to

reach the end

3

Sound & Effects

There will be sound effects

when shooting and klling enemies

and particle effects

when shooting and killing enmeies

[*optional*] There will also be

4

Gameplay Mechanics

As the game progresses,

enemies will get harder

making it

harder to progress

[*optional*] There will also be

5

User Interface

The

score and money

will

increase

whenever

you kiill enemeies, pickup money, or do other tasks

At the start of the game, the title

i dont know

will appear

and the game will end when

player reaches the end

6

Other Features

random generation of levels

Project Timeline

Milestone	Description	Due
#1	level generation	
#2	player movemenet and enemies	
#3	enemeis and bug fixes	
#4	shop	
#5	UI and extras	
Backlog	different tuypes of enemies and guns	

Project Sketch