|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | **31/10/2021**  **Eoin Heffernan** | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | **Soldier** | | in this   |  |  | | --- | --- | | **3d top down shooter** | game | |
|  | Where   |  | | --- | | **Arrow Keys and WASD** | | makes the player   |  | | --- | | **360 degree movement** | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | **Enemies** | appear | | from   |  | | --- | | **Random sides of screen** | |
|  | and the goal of the game is to   |  | | --- | | **Kill enemies in wave to move to next level** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | **Bullet noises and simple soundtrack** | | and particle effects   |  | | --- | | **Footsteps, enemies emit particle effect when dying** | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | **You have lives, pass round with one or more left to make next round** | | making it   |  | | --- | | **Each round gets more challenging so progressively more difficult** | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | **lives/lvl indicator** | | will   |  | | --- | | **Decrease/Increase respectively** | | whenever   |  | | --- | | **lives go down on death, lvl indicator goes up on passing level** | |
|  | At the start of the game, the title   |  |  | | --- | --- | | **"Risen"** | will appear | | | and the game will end when   |  | | --- | | **Player loses all lives** | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | |  | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Get player character scripted. Look for gun and animation sets. Get ammo prefabs scripted. Delete objects when there off screen.* | | |  | | --- | | **06/11** | |
| **#2** | |  | | --- | | * *Get level design done . Set level bounds. Set Main Camera* | | |  | | --- | | **11/11** | |
| **#3** | |  | | --- | | * *Get spawn managers placed/working and enemies spawning.* | | |  | | --- | | **18/11** | |
| **#4** | |  | | --- | | * *Script enemies to chase player and to disappear on ammo collisions.* | | |  | | --- | | **24/11** | |
| **#5** | |  | | --- | | * *UI elements,life count and lvl indicator. Also menu elements and Title Screen. Add any remaining textures that need to be added.* | | |  | | --- | | **30/11** | |
| **Backlog** | |  | | --- | | * *Firing particle effects.* * *Particles for when enemy dies.* * *Player power-ups(Shoots two bullets,possibly make flame arc wider)* * *Different weapons(Faster shooting,flame effect)* * *Another object that can be collected and joins your team(Friendly bots)* | | |  | | --- | | **21/12** | |

# Project Sketch

Chart

Description automatically generated

A picture containing text, whiteboard

Description automatically generated