|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *mm/dd/yyyy*  Student Name | |

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

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| 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* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Bullet noises and simple soundtrack* | | and particle effects   |  | | --- | | *Footsteps particle effects,enemies emit particle effect when dying* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

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

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

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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** | |  | | --- | | * *Get lvl design done. Make bounds for each level.* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Get player character in and scripted, get character bounds set. Look for gun and animation sets. Get ammo prefabs scripted. Delete objects when there off screen.* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Get spawn managers placed/working and enemies spawning.* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Script enemies to chase player and to disappear on ammo collisions.* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *UI elements,life count and lvl indicator. Also menu elements.* | | |  | | --- | | *mm/dd* | |
| **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)* | | |  | | --- | | *mm/dd* | |

# Project Sketch

Chart

Description automatically generated