| **Project Design Document** | | *4/22/2022*  Sertac Guven - Hexa | | --- | |
| --- | --- | --- |

| **Project Concept** | | | |
| --- | --- | --- | --- |
| **1** **Player Control** |  | You control a   | *Wizard* | | --- | |  | | in this   | *Side View* | game | | --- | --- | |
|  | where   | *ASDF* | | --- | | makes the player   | *Moves player around* | | --- | |

| **2** **Basic**  **Gameplay** |  | During the game,   | *Monsters and Bandits* | appear | | --- | --- | | from   | *Lairs, Castle Walls and Houses* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | and the goal of the game is to   | *Defend the Artifact* | | --- | | |

| **3** **Sound**  **& Effects** |  | There will be sound effects   | *For spells cast and mobs dying* | | | --- | --- | | and particle effects   | *Spells by player and bandits* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *description of any other expected special effects or animation in the project.* | | | --- | --- | | |

| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   | *More mobs will swarm* | | | --- | --- | | making it   | *More difficult to defend the artifact* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *New spells and defenders available to the Wizard* | | | --- | --- | | |

| **5** **User**  **Interface** |  | The   | *score* | | --- | |  | | will   | *increase* | | --- | | whenever   | *The longer the player defends the artifact* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | At the start of the game, the title   | *Hexa* | will appear | | --- | --- | | | and the game will end when   | *Game over* | | | --- | --- | |

| **6** **Other Features** |  | | *Tower defense type buildings to help defend, as well as summoned minions* | | | --- | --- | | |
| --- | --- | --- | --- | --- | --- |

# **Project Timeline**

| **Milestone** | **Description** | **Due** |
| --- | --- | --- |
| **#1** | | * *Primitive models of wizard and monsters moving* | | --- | | | *5/1* | | --- | |
| **#2** | | * *Animations for wizard and monsters* | | --- | | | *5/7* | | --- | |
| **#3** | | * *Ability to attack with single spell* | | --- | | | *5/14* | | --- | |
| **#4** | | * *Ability to attack and defend with multiple spells* | | --- | | | *5/21* | | --- | |
| **#5** | | * *Mob abilities and sounds* | | --- | | | *5/7* | | --- | |
| **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**

