

Project Design Document

05/23/2024
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Project Concept

| | | | | |
|-------------------------|---|-------------------------------------|--|--|
| 1 Player Control | You control a | | in this | |
| | <div>Person</div> | <div>First person</div> | <div>game</div> | |
| | where | | makes the player | |
| | <div>Arrow keys</div> | <div>Move around the map</div> | | |
| 2 Basic Gameplay | During the game, | | from | |
| | <div>Animals</div> | <div>appear</div> | <div>A distance</div> | |
| | and the goal of the game is to | | | |
| | <div>Make sure the animals cant destroy the gem in the center of the map by shooting them down.</div> | | | |
| 3 Sound & Effects | There will be sound effects | | and particle effects | |
| | <div>When you shoot When an animal damages the gem</div> | | <div>When you kill an animal When an animal damages the gem When the animals destroy the gem</div> | |
| | [optional] There will also be | | | |
| | <div></div> | | | |
| 4 Gameplay Mechanics | As the game progresses, | | making it | |
| | <div>More animals will spawn</div> | <div>Harder to defend the gem</div> | | |
| | [optional] There will also be | | | |
| | <div>-</div> | | | |
| 5 User Interface | The | will | whenever | |
| | <div>Gem health</div> | <div>Decrease</div> | <div>An animal hits the gem</div> | |
| | At the start of the game, the title | | and the game will end when | |
| | <div>Gem Guardian: Animal Siege</div> | <div>will appear</div> | <div>The gems health is at zero</div> | |

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Project Timeline

| Milestone | Description | Due |
|-----------|--|-------|
| #1 | <ul style="list-style-type: none">- Setup the project and initial structure- Create a simple map layout- Add basic animal models- Implement basic player controls | 05/28 |
| #2 | <ul style="list-style-type: none">- Add an animal spawn manager- Implement animal collision detection with the gem- Add sound effects for animal collision with the gem | 05/31 |
| #3 | <ul style="list-style-type: none">- Implement a player gun- Make animals disappear when shot- Add particle effects when animals dies | 06/03 |
| #4 | <ul style="list-style-type: none">- Implement a UI where you can see the gems health- Add a title and gameover screen | 06/05 |
| Backlog | <ul style="list-style-type: none">- Add multiple maps for the player to play- Make animals faster and faster while the game progresses | |

Project Sketch

