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| **Project Design Document** | |  | | --- | | *26/11/2021*  Farjad Bin Shahid | |

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| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | | *Person* | | in this   |  |  | | --- | --- | | *First-person multiplayer Free for all shooter* | game | |
|  | where   |  | | --- | | *W,a,s,d, mouse click-movement, e, and TAB* | | makes the player   |  | | --- | | *Move player, fire/scope, interact with weapons, and scorecard* | |

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| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Other players* | appear/spawn | | from   |  | | --- | | *From their spawn points* | |
|  | and the goal of the game is to   |  | | --- | | *Get more kills than anyone else* | | |

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| **3** **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Movement sound, Firing, explosion, and countdown time sound indication* | | and particle effects   |  | | --- | | *When the gun is fired, explosion particle* | |
|  | [*optional*] There will also be   |  | | --- | | *Multiple weapons hence different sounds and particles for them* | | |

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| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Players surf around the map trying not to get killed and kill others.* | | making it   |  | | --- | | *Shooter free for all game.* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| **5** **User**  **Interface** |  | The   |  | | --- | | *Scorecard* | | will   |  | | --- | | *Show* | | whenever   |  | | --- | | *Player press TAB and it shows the score* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Pew Pew* | will appear | | | and the game will end when   |  | | --- | | *Time for map ends or any user reaches target score.* | |

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

# **Project Timeline**

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| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *Multiplayer Demo* | | |  | | --- | | *27-11-2021* | |
| **#2** | |  | | --- | | * *FPS Controller ( movement, interaction, and Camera) (without animation)* | | |  | | --- | | *29-11-2021* | |
| **#3** | |  | | --- | | * *Health and Damage sync* | | |  | | --- | | *1-11-2021* | |
| **#4** | |  | | --- | | *- kill system and chat system* | | |  | | --- | | *3-12-2021* | |
| **#5** | |  | | --- | | * *Testing* | | |  | | --- | | *7-12-2021* | |
| **#7** | |  | | --- | | * *GUI, Audio, and Particles, Map design* | | |  | | --- | | *7-12-2021* | |
| **Backlog** | |  | | --- | |  | | |  | | --- | |  | |

# **Project Sketch**