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

| **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* | | --- | |

| **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* | | --- | | |

| **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* | | | --- | --- | | |

| **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   |  | | | --- | --- | | |

| **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.* | | | --- | --- | |

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

# **Project Timeline**

| **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**