

Project Design Document

09/04/2022

Bavo Knol

Project Concept

1

Player Control

You control a

Chess piece

in this

top Down

game

where

user input type

makes the player

description of player movement.

2

Basic Gameplay

During the game,

No pieces

appear

from

area(s) of the screen

and the goal of the game is to

Kill the queen and king of the opposing team

3

Sound & Effects

There will be sound effects

No sound

and particle effects

No particle effects

[optional] There will also be

description of any other expected special effects or animation in the project.

4

Gameplay Mechanics

As the game progresses,

description of gameplay mechanic,

making it

effect of gameplay mechanic

[optional] There will also be

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

5

User Interface

The

score/lives/timer

will

increase/decrease

whenever

condition to change score/lives/timer.

At the start of the game, the title

BKchess

will appear
in the tab
bar

and the game will end when

The king and queen have both died

6

Other
Features

It's basically chess with some custom pieces like the clown and brute + the queen is weak

Project Timeline

Milestone	Description	Due
#1	- Initial board done	09/06
#2	- All Pieces move and attack	09/23
#3	- Victory conditons made	09/23
#4	- Code deploys to Netlify	09/23
#5	- Dev tools made for testing	09/25
Backlog	- Prevent player from walking into check - Detect stalemates	Never lol

Project Sketch

