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| Project Design Document | |  | | --- | | *08/01/2021*  Fernando I. Kassa | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Cat* | | in this   |  |  | | --- | --- | | *side view* | game | |
|  | where   |  | | --- | | *Space button* | | *Arrow keys* | | makes the player   |  | | --- | | *jump during running scene and confirm an option during fight scene* | | *Select an option during fight scene* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *(Running scene) Enemies and items.* | appear from | | *A battle scene starts* | when | | |  | | --- | | *The right side of the screen and the player can collect items and engage enemies by colliding with them.* | | *The player touches an enemy during running scene and attack them* | |
|  | and the goal of the game is to   |  | | --- | | *Survive until reach the end of each stage. To endure more, health recovery items will appear to help the player.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Jump* | | *hitting/getting hit* | | *Defeating enemies* | | *Collecting items* | |  | | and particle effects   |  | | --- | | *For each sound effects* | |
|  | [*optional*] There will also be   |  | | --- | | * *Background music* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Running scene - more enemies will appear and will be available less recovery items* | | *Enemies become more powerful (more health)* | | making it   |  | | --- | | *harder to survive against enemies* | |
|  | [*optional*] There will also be   |  | | --- | | *Variety of enemies for consecutives stages* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Live* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *The player collects an item/get hit by an enemy during battle scene* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Save the human"* | will appear | | | and the game will end when   |  | | --- | | *the player reaches the end of a stage.* | |

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| 6 **Other Features** |  | |  | | --- | | *Sounds for victory in battle and in the end of stages.*  *Background music* | |

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# Project Timeline

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| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Running scene - scene scrolling from right to left while player can jump with spacebar* * *UI for battle scene: attack/defend option* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Running scene - player can collect items and touch enemies (in this case, It trigger a transition to battle scene)* * *Battle scene - the player can hit enemies and vice-versa.* * *End scene - victory winning scene and defeated scene* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Sound effects to:*   + *Jumping*   + *Collecting Items*   + *Hit/getting hit*   + *Victory and defeat sounds* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Design stages: at least, 3 (three) stages* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *HUD for player's health* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Background music* * *Better sound effects* * *Enemy variety* * *"Boss battle" in the third stage* | | |  | | --- | | *mm/dd* | |

# Project Sketch