0.7

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| --- | --- | --- |
| Project Design Document | |  | | --- | | *06/10/2022*  *Furkan* | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *humanoid character* | | in this   |  |  | | --- | --- | | *perspective* | game | |
|  | where   |  | | --- | | *mouse clicks*  *mouse movement*  *wasd keys* | | makes the player   |  | | --- | | *attacks with a sword*  *rotates the player*  *moves the player in the mouse direction* | |

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| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *enemies* | appear | | for   |  | | --- | | *each wave* | |
|  | and the goal of the game is to   |  | | --- | | *get to the highest wave count before dying* | | |

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| --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects and particle effects   |  | | --- | | *when player attacks an enemy* | |
|  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *more enemies will spawn* | | making it   |  | | --- | | *harder for the player to kill all of them* | |
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|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *wave count* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *the player kills an entire enemy wave* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *OOP Theory Project* | will appear | | | and the game will end when   |  | | --- | | *the player's health reaches 0.* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *There will be different kinds of enemies.*  *There will be buildings around.*  *There will be health pickups.* | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Handle movement and rotation* * *Add a sword* * *Handle attacking* | | |  | | --- | | *07/10* | |
| **#2** | |  | | --- | | * *Add enemies* * *Add different enemies.* | | |  | | --- | | *08/10* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |