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| Project Design Document | |  | | --- | | *25/07/2022*  *Furkan U* | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *ball* | | in this   |  |  | | --- | --- | | *isometric* | game | |
|  | where   |  | | --- | | *mouse clicks* | | makes the player   |  | | --- | | *move in different directions* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *platforms and collectable gems* | appear | | from   |  | | --- | | *the top of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *get a high score while not falling from a platform* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *when the ball changes its direction* | | and particle effects   |  | | --- | | *when you pick up gems on the platforms* | |
|  | [*optional*] There will also be   |  | | --- | | *An opening effect for the first launch of the game* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *platforms will form many paths in different directions that the ball can go over* | | making it   |  | | --- | | *harder for the player to follow them* | |
|  | [*optional*] There will also be   |  | | --- | | *many paths in the shape of a zigzag, making following the paths harder.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *the ball changes Its direction or picks up a gem* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *ZigZag* | will appear | | | and the game will end when   |  | | --- | | *the ball falls from a platform* | |

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| 6 **Other Features** |  | |  | | --- | | *There will be a shop where the player can buy new ball skins with their scores.*  *The game can be restarted from the UI.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Platform spawning* * *Smooth camera movement* | | |  | | --- | | *26.07.2022* | |
| **#2** | |  | | --- | | * *UI ( High score, mute button, shop button… )* * *High score* | | |  | | --- | | *27.07.2022* | |
| **#3** | |  | | --- | | * *Shop ( 4 different skins )* * *SFX* | | |  | | --- | | *28.07.2022* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Object pooling with platforms* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# Project Sketch

…

Player movement

White is void.

Avoid falling into it.

Platforms

get generated

towards left and up directions.