|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *02/06/25*  Student Names  Daniel Almond Gabe Alonso Gannon Bardasian  Eric Goldstein  Isha Iva Thoreson | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Player* | | in this   |  |  | | --- | --- | | *Top Down, Slightly Angled* | game | |
|  | where   |  | | --- | | *wasd/cursor* | | makes the player   |  | | --- | | *Move around/look towards cursor* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Waves of Zombies will* | appear | | from   |  | | --- | | *All sides of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Clear as many waves as possible* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Gun fire, Zombie growls, dying, walking, When the player Is hit.* | | and particle effects   |  | | --- | | *When shooting the gun, blood when zombies are shot.* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music, that maybe ramps up as the game progresses* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Bigger waves of zombies appear,* | | making it   |  | | --- | | *More Difficult to survive.* | |
|  | [*optional*] There will also be   |  | | --- | | *Boss Waves, and shops that appears to help the player upgrade their character, and a set up phase between waves, that the player may set up defenses during.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *1. Wave Number 2. Zombies Left 3. Ammo in Gun/Ammo Total  4. Player Health* | | will   |  | | --- | | *1. Increase 2. Decreases 3. Decreases/ Increases 4.Decreases/ Increases* | | whenever   |  | | --- | | *1. The set up phase concludes*  *2. As the Zombies are killed off*  *3. As shots are fire/ammo crates are picked up or bought*  *4. As the player takes Damage/picks up health packs.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Starting Menu* | will appear | | | and the game will end when   |  | | --- | | *At the end of 10 waves.* | |

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

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Top down view of Player, can move with wasd always facing the user's cursor.* | | |  | | --- | | *02/06* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#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* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# Project Sketch