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

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Player* | | in this   |  |  | | --- | --- | | *Top Down, Slightly Angled* | game | |
|  | where   |  | | --- | | *wasd/mouse* | | makes the player   |  | | --- | | *Move around up,left,down,right/aim at the mouse* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Waves of Zombies will Bosses will*  *Shops*  *Dropped Loot* | appear | | from   |  | | --- | | *All sides of the screen*  *Specific Boss zone*  *Designated map locations*  *From dead zombies* | |
|  | and the goal of the game is to   |  | | --- | | *Complete each wave of zombies and bosses to survive*  *(Might add an endless mode too)* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Gun fire/Zombie growls/dying/walking/coins* | | 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* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More enemies will spawn*  *Stronger Enemies will spawn*  *Unique Boss Enemies will spawn* | | making it   |  | | --- | | *More difficult to complete each wave* | |
|  | [*optional*] There will also be   |  | | --- | | *Shops that appears to help the player upgrade their character, and a set up phase between waves that the player may utilize to set up defenses or strategize.* | | |

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| 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 the 10th waves.* | |

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| 6 **Other Features** |  | |  | | --- | | *If time permits, we plan to also create an alternative game mode that is endless waves.* | |

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# Project Timeline

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| --- | --- | --- |
| 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