|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *dd/mm/yyyy*  Student Name | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *wizard* | | in this   |  |  | | --- | --- | | *Roguelike and casual* | game | |
|  | where   |  | | --- | | *The arrows* | | make the player   |  | | --- | | *Move in every direction* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemies* | appear | | from   |  | | --- | | *A random position* | |
|  | and the goal of the game is to   |  | | --- | | *Defeat all the enemy* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *description of sound effects* | | and particle effects   |  | | --- | | *description of particle effects* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Some power up will appear* | | making it   |  | | --- | | *More entertaining* | |
|  | [*optional*] There will also be   |  | | --- | | *Different type of enemies* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Enemy score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *An enemy is defeated* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Dark&Magic* | will appear | | | and the game will end when   |  | | --- | | *For now there isn't an end* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Different type of characters, ability, weapon, skin and a market whit a value* | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Player and weapon movement* | | |  | | --- | | *15/03* | |
| **#2** | |  | | --- | | * *Enemy movement* | | |  | | --- | | *16/03* | |
| **#3** | |  | | --- | | * *Enemy and player deaths* | | |  | | --- | | *17/03* | |
| **#4** | |  | | --- | | * *Implement of different power up* | | |  | | --- | | *22/03* | |
| **#5** | |  | | --- | | * *Implement of different enemies* | | |  | | --- | | *01/04* | |
| **#6** | |  | | --- | | * *Implement of different weapon* | | |  | | --- | | *03/04* | |
| **#7** | |  | | --- | | * *Implement of different characters* | | |  | | --- | | *04/04* | |
| **#8** | |  | | --- | | * *Implement of sounds* | | |  | | --- | | *08/04* | |
| **#9** | |  | | --- | | * *Implement of different characters* | | |  | | --- | | *10/04* | |
| **#10** | |  | | --- | | * *Implement of different characters* | | |  | | --- | | *15/04* | |
| **#11** | |  | | --- | | * *Implement of different characters* | | |  | | --- | | *17/04* | |
| **#12** | |  | | --- | | * *Implement of different characters* | | |  | | --- | | *18/04* | |
| **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

Foxes trying to attack player



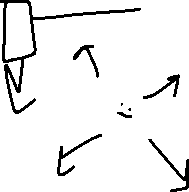
Rocks to avoid

Life-Ups

Animals running by (moose, other deer)

Player (Deer)

Background scroll



(Da fare con Disegni Google)