Project Design Document

Project Concept

1

Player Control

You control a

CAR

in this

3D person

game

where

Arrows

makes the player

Move the mesh

2

Basic Gameplay

During the game,

Obstacle

appear

from

On the road

and the goal of the game is to

To not hit the obstacles

3

Sound & Effects

There will be sound effects

N/A

and particle effects

N/A

[*optional*] There will also be

N/A

4

Gameplay Mechanics

As the game progresses,

N/A

making it

N/A

[*optional*] There will also be

N/A

5

User Interface

The

N/A

will

N/A

whenever

N/A

At the start of the game, the title

N/A

will appear

and the game will end when

N/A

6

Other Features

N/A

Project Timeline

Milestone	Description	Due
#1	- *N/A*	*mm/dd*
#2	- *N/A*	*mm/dd*
#3	- *N/A*	*mm/dd*
#4	- *N/A*	*mm/dd*
#5	- *N/A*	*mm/dd*
Backlog	- *N/A* - *N/A* - *N/A*	*mm/dd*

Project Sketch