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| --- | --- | --- |
| Project Design Document | |  | | --- | | *mm/dd/yyyy*  Glib Kruglov | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Girl who loves animals* | | in this   |  |  | | --- | --- | | *Top down* | game | |
|  | where   |  | | --- | | *Arrows and commands* | | *E key* | | makes the player   |  | | --- | | *Move player* | | *Interact with environment* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Farmer bring domestic animals* | puts | | *Interacting with cages* | makes | | from   |  | | --- | | *In the cages* | | *Animals free* | |
|  | and the goal of the game is to   |  | | --- | | *Free all the animals before they are slaughtered while avoiding being caught by farmer* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 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.* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Farmer starts guarding cages* | | *Farmer calls dog* | | making it   |  | | --- | | *Difficult to release animals* | | *One more enemy to avoid* | |
|  | [*optional*] There will also be   |  | | --- | | *Player should interact with other object In order to distract farmer* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Lives* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *Farmer slaughter the animal or he caught you* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Keep Piggy Alive* | will appear | | | and the game will end when   |  | | --- | | *You run out of lives* | |

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

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#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