

Project Design Document

18/01/2022
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Project Concept

1

Player Control

You control a

Football Player

in this

Sideview

game

where

Right Arrow stick

Left Arrow stick

makes the player

Move to the right

Move to the left

2

Basic Gameplay

During the game,

Ball

appear

from

Side of the screen

Goals

appear

Side of the screen

Players

appear

Side of the screen

and the goal of the game is to

To score more goals than your opponent

3

Sound & Effects

There will be sound effects

Player connects to the ball

Ball connects to the goals

Players connect to each other

4

Gameplay Mechanics

As the game progresses,

When a player scores, there will be goal text on the screen.

making it

Stop for 5 seconds

[optional] There will also be

description of any other gameplay mechanic(s) and their effect on the game.

5

User Interface

The

Score

will

increase

whenever

The ball connects to the goal of the opponent

Timer

decrease

The game starts

	At the start of the game, the title		and the game will end when	
	Start	will appear	When the timer runs out	

Project Timeline

Milestone	Description	Due
#1	- Making a background	22/01
#2	- Making Players and ball	23/01
#3	- Making physics	25/01
#4	- Making animation after goal	27/01
#5	- Testing	30/01