

# Project Design Document

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Name: Henry Benaye

## 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

will

whenever

Score

increase

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

## Project Sketch

- Begin game

