|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *11/Jan/2024*   1. Munster | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control an   |  | | --- | | *Airplane* | | in this   |  |  | | --- | --- | | *1st person* | game | |
|  | where   |  |  | | --- | --- | | *Cross or A* | *Shift* | | *Circle or B* | *Ctrl* | | *Joystick* | *WASD* | | *L&R Bumper* | *Q&E* | | *L Trigger* | *L-Mouse* | | makes the player   |  | | --- | | *Accelerate* | | *Decellerate* | | *Pitch and Yaw* | | *Roll* | | *Shoot* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Anti-Air Missiles* | appear | | from   |  | | --- | | *Ground Turrets* | |
|  | and the goal of the game is to   |  | | --- | | *Shoot the Missiles while not being hit.* | | |

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Engine Hum Sound* | | *Missile Thruster Sound* | | *"Missile" Lock On Sound* | | *Shooting* | | *Explosion* | | and particle effects   |  | | --- | | *Engine/Thruster Smoke* | | *Shooting Muzzle Flash* | | *Explosion* | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The player avoids homing missiles being fired from Ground Turrets.* | | *The player shoots down the Missiles.* | | making it   |  | | --- | | *So the player can die and Game Over* | | *So the player can score points* | |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | *Lifes* | | will   |  | | --- | | *Increase* | | *Decrease* | | whenever   |  | | --- | | *The player shoots a Missile* | | *The Missile collides with the player* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Surface2Air”* | will appear | | | and the game will end when   |  | | --- | | *The player runs out of Lives.* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *Player Movement* | | *Player Shoot* | | |  | | --- | | *18 Jan* | |  | |
| **#2** | |  | | --- | | *Missile Movement* | | *Missile Spawner* | | |  | | --- | | *25 Jan* | |  | |
| **#3** | |  | | --- | | *Score Manager* | | *Health Manager* | | *User Interface* | | |  | | --- | | *1 Feb* | |  | |  | |
| **#4** | |  | | --- | | *Sound Manager* | | *Particle Manager* | | |  | | --- | | *8 Feb* | |  | |
| **#5** | |  | | --- | | *Level Design* | | |  | | --- | | *15 Feb* | |
| **Backlog** | |  | | --- | | * *Feature on backlog – Gun overheating* * *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

|  |
| --- |
|  |