Project Design Document

Project Concept

1

Player Control

You control a

Dog

in this

side view

game

where

space

makes the player

shoot the enemies

2

Basic Gameplay

During the game,

enemies (cats)

appear

from

the right side of the screen

and the goal of the game is to

defeat all enemies

3

Sound & Effects

There will be sound effects

for shooting, hitting the enemies or player taking a hit and for dying

and particle effects

when you hit the enemies or when you die

[*optional*] There will also be

description of any other expected special effects or animation in the project.

4

Gameplay Mechanics

As the game progresses,

there will be more enemies in each wave

making it

harder to win

[*optional*] There will also be

Possibly adding an extra life spawner so when you're low in lives, you can collect more. Your maximum lives are still three, so collecting lives when lives are full doesn't affect your lives count.

5

User Interface

The

score
lives

will

increase
decrease

whenever

you kill an enemy and
you take a hit from enemy

At the start of the game, the title

Huskynaut

will appear

and the game will end when

All three lives are spent

6 Other Features	

Project Timeline

Milestone	Description	Due
#1	*Create a new project and a new scene*	*06/11*
#2	*Add in your background, player and enemies*	*08/11*
#3	*Start making features for your objects: make the player move and shoot, make spawner for the enemies and make them shoot, make the background move?*	*17/11*
#4	*Add sound and particle effects*	*20/11*
#5	*Add start and game over screens, lives counter, score counter*	*20/11*
Backlog	*Maybe adding some hiding spots from the enemies?*	*20/11*

Project Sketch

Score: xxx
Wave: x

Boom!