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| Project Design Document | |  | | --- | | *06/11/2020*  Ida Rask | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Dog* | | in this   |  |  | | --- | --- | | *side view* | game | |
|  | where   |  | | --- | | *space* | | makes the player   |  | | --- | | *shoot the enemies* | |

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| 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* | | |

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

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| 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.* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 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* | |

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

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# Project Timeline

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| --- | --- | --- |
| 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

