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| Project Design Document | |  | | --- | | ***11/06/2024***  *Ruben Sob*  *Illia Stefanovskyi*  *Franklin Otwamoahene Addo* | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Car* | | in this   |  |  | | --- | --- | | *Forward, backwards, left and right* | game | |
|  | where   |  | | --- | | *Arrow keys* | | makes the player   |  | | --- | | *Move the car in track* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Obstacles, fuel, people* | appear | | from   |  | | --- | | *A random place on the track* | |
|  | and the goal of the game is to   |  | | --- | | *get the car to the finish line and avoid crashing* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Background music and whenever the car picks something* | | and particle effects   |  | | --- | | *When the car hits something* | |
|  | [*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,   |  | | --- | | *The player must avoid obstacles and pick up fuel/coins* | | making it   |  | | --- | | *Making it more difficult to get to the finish line each level* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *lives* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *The car hits an obstacle* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Start* | will appear | | | and the game will end when   |  | | --- | | *when you are out of lives* | |

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| 6 **Other Features** |  | |  | | --- | | *N/A.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *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