

**EXAMEN KEUZEDEEL**

# **BASIS PROGRAMMEREN VAN GAMES**

**K0788**

**BIJLAGE 1 VOOR DE KANDIDAAT**

**GAME DESIGN DOCUMENT**

Dit examen is ontwikkeld door Bob van den Berge, coach bij de Bit Academy, en Joey Schmitz, docent Software Development bij ROC van Flevoland. Onze dank gaat uit naar Lincy Ellermeijer, game developer en docent Game Development bij de HvA, voor haar hulp bij het ontwikkelen van het theoretische deel van de lesstof.

# GAME DESIGN DOCUMENT

## Project Concept

1

### Player Control

You control a

plane

in this

side view

game

where

spacebar

makes the player

go upwards

2

### Basic Gameplay

During the game,

spike balls

appear

from

the air

and the goal of the game is to

gain as many points as possible

3

### Sound & Effects

There will be sound effects

explosion

and particle effects

explosion

[optional] There will also be

4

### Gameplay Mechanics

As the game progresses,

the game speed increases

making it

harder for the player

[optional] There will also be

5

### User Interface

The

score

will

increase

whenever

you pass a spike ball

At the start of the game, the title

"Start Game"

will appear

and the game will end when

you hit a spike ball

## 6

### Other Features

double point items drop from the sky

## Project Timeline

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	<ul style="list-style-type: none"> <li>- Feature on backlog - not a part of the minimum viable product</li> <li>- Feature on backlog - not a part of the minimum viable product</li> <li>- Feature on backlog - not a part of the minimum viable product</li> </ul>	mm/dd

## Project Sketch

