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| Project Design Document | |  | | --- | | *02/23/2021*  Jacob Nelson | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *person* | | in this   |  |  | | --- | --- | | *isometric* | game | |
|  | where   |  | | --- | | *space* | | *w* | | *a* | | *s* | | *d* | | makes the player   |  | | --- | | *jump* | | *Move forward* | | *Move backward* | | *Move left* | | *Move right* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *platforms* | vanish | | *gems* | wait | | *The goal* | wait | | from   |  |  | | --- | --- | | *The play area* | | |
|  | and the goal of the game is to   |  | | --- | | *Collect the gems and reach the exit as platforms disappear after you step on them.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  |  | | --- | --- | | *That make popping sounds when platforms disappear* | | | *Make chiming sounds when gems are collected* | | | *Trumpet sounds when the goal is reached* | | | and particle effects   |  |  | | --- | --- | | *Dust particle effects when the platforms disappear* | | | *Triangle particle effects when the gems are collected* | | | *Confetti-esk effects when the goal is reached* | | |
|  | [*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,   |  |  | | --- | --- | | *Gems will become harder to collect while maintaining a path to the goal* | | | making it   |  |  | | --- | --- | | *Forcing the player to strategize about the path they take through the 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   |  | | --- | | *score* | | *score* | | will   |  | | --- | | *increase* | | *decrease* | | whenever   |  |  | | --- | --- | | *The player picks up a gem* | | | *The player falls off the stage* | | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Gem Runner* | will appear | | | and the game will end when   |  |  | | --- | --- | | *5 stages are cleared* | | |

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

# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Player movement* | | |  | | --- | | *02/26* | |
| **#2** | |  | | --- | | * *Gems and Goal* | | |  | | --- | | *03/05* | |
| **#3** | |  | | --- | | * *Disappearing platforms (only after being walked on)* | | |  | | --- | | *03/12* | |
| **#4** | |  | | --- | | * *Levels made* | | |  | | --- | | *03/17* | |
| **#5** | |  | | --- | | * *UI made* | | |  | | --- | | *03/24* | |
| **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

