Project Design Document

09/23/20

Project Concept

1

Player Control

You control a

Telescope

in this

Simulation

game

where

Mouse and keys

makes the player

Navigate the night sky

2

Basic Gameplay

During the game,

Celestial Objects appear

from

The night sky

and the goal of the game is to

find, record, observe, study, reseach found objs.

3

Sound & Effects

There will be sound effects

navigating the sky, Viewing found Objects, Sending Probes.

and particle effects

When celestial events occur. NEWS is announced the environment makes night sounds.

[optional] There will also be

minor telescope noises, ambient music, If chosen

4

Gameplay Mechanics

As the game progresses,

Objects are found

making them

avaible for research and travel

[optional] There will also be

Satillite Programs and User Catalouges, Colonization, etc.

5

User Interface

The

Catalouge

will

Update

whenever

Objects are discovered

At the start of the game, the title

Urania

will appear

and the game will end when

Your computer breaks

6

Other Features

researched objects that are Probed can be accessed visually and seen. You can colonize planets, and witness rare events. Some nights the sky will be cloudy and viewing will be impossible. Viewing is based on the real location weather.

Project Timeline

Milestone	Description	Due
		Pending
#1	basic Asset design and setup, main view	– 10/10/20
#2	telescope & tool setup, scripts (main)	– 10/24/20
#3	Background Ulocking scripts, Catalouge mechs	– 11/7/20
#4	begin asset look, UI design, Titles, Screens	– 11/28/20
#5	Sounds effects, Social Prompts, occurances Save systems	≅ 12/19/20
Backlog	VR development, different telescopes, Social Prompts, other	– end of semester

Project Sketch

Random object spawn on start

Players find sky, deep sky objects

Players can find other Player's Planets, send Probes

conduct reasearch

User Catalouges are updated

exoplanet searches

found exoplants can be probed and named, and mapped