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| Project Design Document | |  | | --- | | *02/11/2020*  James Moore | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *human player/ rabbit* | | in this   |  |  | | --- | --- | | *Isometric* | game | |
|  | where   |  | | --- | | *Arrow keys* | | makes the player   |  | | --- | | *Move around* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Teacup, Teapot, clowns, mad hatter* | appear | | from   |  | | --- | | *Random locations* | |
|  | and the goal of the game is to   |  | | --- | | *Get the teapot to the teacup and avoid the clowns to build up a high score.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Clown noise on death, sipping tea sound when teapot hits teacup* | | and particle effects   |  | | --- | | *Blood on death splash when tea Input* | |
|  | [*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,   |  | | --- | | *Clowns get faster, more clowns appear up to a limit* | | making it   |  | | --- | | *Harder, every so often until eventually too hard* | |
|  | [*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* | | *Lives* | | will   |  | | --- | | *Increase* | | *Decrease* | | whenever   |  | | --- | | *teapot is brang to tea.* | | *Clowns touch player.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *"Teatime"* | will appear | | | and the game will end when   |  | | --- | | *All lives gone* | |

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| 6 **Other Features** |  | |  | | --- | | *The mad hatter will sit at a table with a tea cup, the player/rabbit will collect 1 teapot at a time and bring It to the cup, each teapot is worth 1 point and the player will have three lives, clowns will spawn in random locations and walk around randomly, as the score increases the clowns will get faster up to a limit and more clowns will spawn up to a limit.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Create new project with primitives* * *Camera setup* | | |  | | --- | | *12/11* | |
| **#2** | |  | | --- | | * *Player movement set up* * *Player trapped within bounds* | | |  | | --- | | *15/11* | |
| **#3** | |  | | --- | | * *Enemies spawn random locations and move randomly* * *Obstacles set up* * *Teapots spawn random location* | | |  | | --- | | *18//11* | |
| **#4** | |  | | --- | | * *Replace primitives with 3D assets* | | |  | | --- | | *22/11* | |
| **#5** | |  | | --- | | * *Increase difficulty as score gets higher* * *Mechanics for player losing health when touched by enemy* * *Game over mechanic logged to console* | | |  | | --- | | *28/11* | |
| **#6** | |  | | --- | | * *Add animations* | | |  | | --- | | *03/12* | |
| **#7** | |  | | --- | | * *Add particle and sound effects* | | |  | | --- | | *07/12* | |
| **#8** | |  | | --- | | * *Final touch* | | |  | | --- | | *20/12* | |

# Project Sketch

Obstacle/tree

Obstacle/tree

Mad Hatter

Teapot

Table

Cup

Player/Rabbit

Clown

Clown

Clown

High Score: 6

Score:2

Lives: