

# Project Design Document

03/07/2023  
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## Project Concept

1

### Player Control

You control a

*Space ship*

in this

*top Down*

game

where

*Arrow key presses*

makes the player

*Move up down left or right*

2

### Basic Gameplay

During the game,

*asteroids*

appear

from

*The top of the screen*

and the goal of the game is to

*Avoid the asteroids for as long as possible*

3

### Sound & Effects

There will be sound effects

*When the player hits an asteroid or rolls*

and particle effects

*When the player dies*

[optional] There will also be

*description of any other expected special effects or animation in the project.*

4

### Gameplay Mechanics

As the game progresses,

*More asteroids will spawn*

making it

*More difficult*

[optional] There will also be

*Shield power ups giving the player temporary immunity*

5

### User Interface

The

*score*

will

*increase*

whenever

*The player doesn't die*

At the start of the game, the title

*"Space Dodge"*

will appear

and the game will end when

*The player hits an asteroid*

6

### Other Features

*Any other notes about the project that you don't feel were addressed in the above.*

# Project Timeline

Milestone	Description	Due
#1	Player control, camera	10/7
#2	Spawning of asteroids, player collision and game over	17/07
#3	- Score counter, deletion of asteroids once off screen	24/07
#4	- Title screen, begin and restart buttons	31/07
#5	- Power up	07/08
Backlog	<ul style="list-style-type: none"><li>- Scenery, ship and asteroid models and textures, ui</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>	14/08

# Project Sketch

