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| Project Design Document | |  | | --- | | *01/13/2020*  David Bass | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Player Model (for now Cylinder)* | | in this   |  |  | | --- | --- | | *3D First Person (Shooter-esque)* | game | |
|  | where   |  | | --- | | *WASD, Space, and Mouse1* | | makes the player   |  | | --- | | *Move, jump, and shoot* | |

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| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Platforms / Environment* | appear | | from   |  | | --- | | *area(s) of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Get from one platform to the next via "Rocket Jumping"* | | |

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| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Rocket explosion sounds and maybe moving through the air sounds* | | and particle effects   |  | | --- | | *Rocket explosions* | |
|  | [*optional*] There will also be   |  | | --- | | *Footsteps and knee breaking sounds* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Player will "Rocket Jump" and learn more/new techniques* | | making it   |  | | --- | | *Harder to complete stages* | |
|  | [*optional*] There will also be   |  | | --- | | *Maybe limited ammo per stage* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Score? | Ammo* | | will   |  | | --- | | *Increase | Decrease* | | whenever   |  | | --- | | *Player completes a stage | Player shoots a rocket* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Jump Map* | will appear | | | and the game will end when   |  | | --- | | *Player completes all stages* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Air Strafing (If I can figure It out)* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Basic Movement & Starter Environment* | | |  | | --- | | *1/17* | |
| **#2** | |  | | --- | | * *ROCKETS* * *EXPLOSIONS* * *Ammo count | Cross hair?* | | |  | | --- | | *1/24* | |
| **#3** | |  | | --- | | * *Fine tuning the above* * *Teleport on fail / new stage* * *Title* | | |  | | --- | | *1/24* | |
| **#4** | |  | | --- | | * *STAGE / ENV DEVELOPMENT* | | |  | | --- | | *1/30* | |
| **Backlog** | |  | | --- | | * *Ramp sliding* * *Pogos?* * *Wall Jumps* * *Sync Jumps* | | |  | | --- | | *???* | |



# Project Sketch



Shoot rocket behind to propel forward

Player

Teleport to next stage If touch

Teleport back to start If touch

PLATFORM

END

PLATFORM

START