Project Design Document

mm/dd/yyyy
Name: jeremiah scheday

Project Concept

1

Player Control

You control a

> car

in this

> You use arrow keys

game

where

> N/A

makes the player

> move

2

Basic Gameplay

During the game,

> Road Blocks

appear

from

> On the road

and the goal of the game is to

> GET HOME

3

Sound & Effects

There will be sound effects

> N/A

and particle effects

> N/A

[*optional*] There will also be

> N/A

4

Gameplay Mechanics

As the game progresses,

> There will be more roadblocks

making it

> Hard to get home

[*optional*] There will also be

> N/A

5

User Interface

The

> score

will

> increase

whenever

> When you get home

At the start of the game, the title

> GET HOME

will appear

and the game will end when

> You GET HOME and grab the key

6

Other Features

> LIFE IS ROBLOX

Project Timeline

Milestone	Description	Due
#1	- *Functional feature(s) by milestone #1*	*mm/dd*
#2	- *Functional feature(s) by milestone #2*	*mm/dd*
#3	- *Functional feature(s) by milestone #3*	*mm/dd*
#4	- *Functional feature(s) by milestone #4*	*mm/dd*
#5	- *Functional feature(s) by milestone #5*	*mm/dd*
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