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| Project Design Document | |  | | --- | | *11/07/2021*  Jhann Quiambao | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Player* | | in this   |  |  | | --- | --- | | *First Person* | game | |
|  | where   |  | | --- | | *The player uses a mouse and keyboard.* | | makes the player   |  | | --- | | *The keyboard allows the player to move in the 3D environment (forward, backward, left, right and jump) while the mouse allows the player to control the camera.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Three Books and two Enemies* | appear | | from   |  | | --- | | *Specific locations.* | |
|  | and the goal of the game is to   |  | | --- | | *pickup all 3 Books and avoid Enemies.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *There will be an eerie sound effect playing in the background in a loop. There will also be a sound effect when the Player is hit by the Enemy.* | | and particle effects   |  | | --- | | *There will be light particle effects on books to help the Player find them.* | |
|  | [*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,   |  | | --- | | *The levels get harder. The first level is a big open room while the second level is smaller rooms connected by hallways.* | | making it   |  | | --- | | *Harder for the player to avoid the Enemy since there is less space for movement.* | |
|  | [*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   |  | | --- | | *Picked up Books*  *Health bar* | | will   |  | | --- | | *Increase*  *Decrease* | | whenever   |  | | --- | | *The Player picks them up.*  *The Player gets hit by the Enemy.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *The Plague Doctors* | will appear | | | and the game will end when   |  | | --- | | *The player has obtained all three Books.* | |

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| 6 **Other Features** |  | |  | | --- | | *The Player will always carry a flashlight with them since the game Is very darkly light. The flashlight will help the player traverse through the levels.* | |

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# Project Timeline

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| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Finish building Scene 1 and Scene 2* | | |  | | --- | | *09/27* | |
| **#2** | |  | | --- | | * *Finish player movement* | | |  | | --- | | *10/04* | |
| **#3** | |  | | --- | | * *Remove light sources, Add flashlight* | | |  | | --- | | *10/11* | |
| **#4** | |  | | --- | | * *Implement NavMesh and Win condition* | | |  | | --- | | *10/18* | |
| **#5** | |  | | --- | | * *Implement UI, SFX and VFX* | | |  | | --- | | *10/25* | |
| **Backlog** | |  | | --- | | * *Implement batteries - not a part of the minimum viable product* * *Implement stamina bar - not a part of the minimum viable product* * *Implement hiding - not a part of the minimum viable product* | | |  | | --- | | *11/* | |

# Project Sketch

