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| Project Design Document |  |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Ship* | | in this   |  |  | | --- | --- | | *Top Down* | game | |
|  | where   |  | | --- | | *WASD/Arrows and Space* | | makes the player   |  | | --- | | *Move and change direction, and shot.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Other Ships and Rocks* | appear | | from   |  | | --- | | *All edges of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Kill the enemies and getting to the end.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Sounds when the ship shoot, other ships shoot, and move in the sea. Win or Lose.* | | and particle effects   |  | | --- | | *When a ship is destroyed. The shots.* | |
|  | [*optional*] There will also be   |  | | --- | | *When the ship reaches the end. When the ship loose* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The ship moves forward and must kill the ships and reach the end,* | | making it   |  | | --- | | *The ship lose live and the other ship die, and reach the end and end the game.* | |
|  | [*optional*] There will also be   |  | | --- | | *Two weapons, forward shots, and side shots* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Lives* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *Collect a live In the world/is shot by another ship* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Name of the game* | will appear | | | and the game will end when   |  | | --- | | *Lose all the lives, or reach the finish.* | |

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| 6 **Other Features** |  | |  | | --- | | *If it’s possible, the ship have two weapons, a cannon and a machinegun.* | |