

# Project Design Document

mm/dd/yyyy  
Name: joshua rayner

## Project Concept

1

### Player Control

You control a  in this  game  
where  makes the player

2

### Basic Gameplay

During the game,  appear from   
and the goal of the game is to

3

### Sound & Effects

There will be sound effects  and particle effects   
[optional] There will also be

4

### Gameplay Mechanics

As the game progresses,  making it   
[optional] There will also be

5

### User Interface

The  will  whenever   
At the start of the game, the title  will appear and the game will end when

6

### Other Features

# 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	<ul style="list-style-type: none"><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><li>- Feature on backlog - not a part of the minimum viable product</li></ul>	mm/dd

# Project Sketch