Project Design Document

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Project Concept

1 Player Control	You control a							
	Space Voyager First		First Person		game			
	where	m	nakes the pl	ayer				
	Space Station Run and s			ot				
2 Basic Gameplay	During the game,			from				
			appear	pear αreα(s) of the screen				
Cucp.u.y	and the goal of the game is to							
	goal of the game							
3	There will be sound effects		and p	and particle effects				
Sound	None yet		Gun	Gun sounds				
& Effects								
	[optional] There will also be							
	description of any other expected special effects or animation in the project.							
4	As the game progresses,		maki	making it				
Gameplay	You will get new weapons		A pr	A progression game				
Mechanics	[optionαl] There will also be							
	description of any other gameplay mechanic(s) and their effect on the game.							
5	The Health	will decrease	whene		nias			
User Interface				You are damaged by the enemies				
	At the start of the game, the title KEWOD will appear			and the game will end when				
	KEWOD will appear		Lvery	Everything is dead				
6	None							
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	 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