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| Project Design Document | |  | | --- | | *mm/dd/yyyy*  Juan Jaimes | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Car* | | in this   |  |  | | --- | --- | | *Third person view* | game | |
|  | where   |  | | --- | | *w a s d* | | makes the player   |  | | --- | | *Control the speed and direction of the car* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *The player must arrive to the given location without crashing into other cars* | appear | | from   |  | | --- | | *The world* | |
|  | and the goal of the game is to   |  | | --- | | *get to the objective with as little damage done to your car* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *On itemPickup, carCollisions, speed, ambient music?* | | and particle effects   |  | | --- | | *On car crash, Item pickup, objective completed* | |
|  | [*optional*] There will also be   |  | | --- | | *Collectibles that rotate on their axis* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More cars will take up the road* | | making it   |  | | --- | | *harder to reach the objective without hitting anything* | |
|  | [*optional*] There will also be   |  | | --- | | *A lose state if you damage the car too much before getting to the objective.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Timer*  *RepairStatus*  *Score* | | will   |  | | --- | | *increase*  *increase/decrease*  *increase* | | whenever   |  | | --- | | *Every second since game begin.*  *The player pickups a pickup, or crashes into another object*  *As you get near misses and explore the level* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *No Joke Mechanic* | will appear | | | and the game will end when   |  | | --- | | *When the player reaches their objective or their car is destroyed.* | |

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| 6 **Other Features** |  | |  | | --- | | *I want add some sort of external threat, but since I believe this will be a very packed game I don’t think Its needed. Making sure the movement of the car Is accessible yet difficult, plus the density of the world to actually run all of the other car agents.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *- Car movement from all axis, add boost and slide?* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | *- Add damage mechanic to car to act as overall health* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | *- add Other cars that can apply this damage on collision enter* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Add objective waypoint and try to get win/lose state logic in* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Make environment to drive in* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |

# Project Sketch