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| Project Design Document | |  | | --- | | *30/04/2023*  Juan Jaimes | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | Small Ufo | | in this   |  |  | | --- | --- | | *Top down isometric* | game | |
|  | where   |  | | --- | | *Arrow keys, Shift, ctrl, Q and E, F, R* | | makes the player   |  | | --- | | *Move freely in a 3d space, allowing for rotation into an axis but not directly on the axis. Think Snake movement in the air. Harsh and deliberate.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Player moves around the world and can interact to collect gold to take back to base to upgrade their ship.* | appear | | from   |  | | --- | | *Edge of the screen when coming into scene view* | |
|  | and the goal of the game is to   |  | | --- | | *Upgrade your ship and base to the highest level while trying not to die from enemies.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When Interacting with UI, ship explosions, damage done, damage taken, Item pick up, death, win.* | | and particle effects   |  | | --- | | *- explosion for ship death*  *- spinning shader for loot*  *- enemy* | |
|  | [*optional*] There will also be   |  | | --- | | *Enemies that shoot from the ground. Flying enemies. simple translate animations only.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More types of enemies spawn which start shooting at the player. Kill them before they shoot you down!* | | making it   |  | | --- | | *hard to known enemy balance considering the free movement of our character. Consider total number of enemies at once.* | |
|  | [*optional*] There will also be   |  | | --- | | *Player can shoot and drop bombs on enemies. Objective of game is to survive with the longest score possible. Score can be increased from killing enemies and surviving. Also would like to add good flying mechanics.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Score*  *Health* | | will   |  | | --- | | *Increases*  *Decrease* | | whenever   |  | | --- | | *Enemy dies and you survive time and collect coings..*  *When you get hit* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Planet Invader* | will appear | | | and the game will end when   |  | | --- | | *The PLayer dies from enemies* | |

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| 6 **Other Features** |  | |  | | --- | | *I want the enemies to pose more than just a threat to the player. Psossibly adding a target the player has to defend. Can be different enemy types that target player/ and or base or In between. PLayer has to think and dispose of them quickly.* | |

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# Project Timeline

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| 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