Project Design Document

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Project Concept

1

Player Control

You control a

Hunter

in this

top Down

game

where

Arrows and mouse clicks

makes the player

Move and interact with other objects in the game

2

Basic Gameplay

During the game,

animals and stones

appear

from

The top of the screen

and the goal of the game is to

Pickup as many animals as possible to again score while avoiding stones

3

Sound & Effects

There will be sound effects

A animals Is picked up and we hit the stone

and particle effects

when the hunter hits

[*optional*] There will also be

Background music

4

Gameplay Mechanics

As the game progresses,

More animals and stones spawn

making it

Difficult to collect more animals

[*optional*] There will also be

5

User Interface

The

score

will

increase

whenever

A animals is picked

At the start of the game, the title

Doesn´t

will appear

and the game will end when

A stone hits the hunter

6 **Other Features**	*Any to restart the game.*	

Project Timeline

Milestone	Description	Due
#1	*- Create the main structure*	*10/07*
#2	*- Add our player and animals*	*10/14*
#3	*- Place the rocks and the bed*	*10/21*
#4	*- Add tour function*	*10/28*
#5	*- Add functionality to hunter and items*	*11/09*
Backlog	*- design features* *- in which structure to design it* *-Execution time*	*11/11*

Project Sketch