Project Design Document

Project Concept

Features

Can upgrade weapons

Can increase HP by picking up random spawned hearts

1 Player Control	You control a		in this			
	Survivor		Top down		game	
	where makes the player					
	Arrow keys (WASI)	Go up dowr	up down left right		
2 Basic Gameplay	During the game, from					
	Zombies		appear	From one gate (bottom of map)		
	and the goal of the game is to					
	Kill all zombies and survive					
3 Sound & Effects	There will be soun	d effects	and	and particle effects		
	shooting Being attacked		Wh	When hitting zombies		
	[optional] There will also be					
	description of any other expected special effects or animation in the project.					
					-	
4	As the game progresses,		mak	making it		
Gameplay	More zombies spawn		Dift	Difficult to survive		
Mechanics	[optional] There will also be					
	Boss to be defeated at the end of the level					
5	The	The will		whenever		
User Interface	Player HP	decrease	Hitti	Hitting by zombies		
	At the start of the	game, the title	and t	and the game will end when		
	"Try to survive" will appe		ear Hp is	Hp is empty or pass all the level		
6						
6 Other	Able to restart the Will be a boss at t					

Project Timeline

Milestone	Description	Due	
#1	- Looking for arts, set up the environment	09/11	
#2	- Setting up the background and UIs for all the objects	09/18	
#3	- Make the player movable and shooting	09/25	
#4	- Design the difficulty for each level	10/04	
#5	- Wrap up and Test and publish	10/12	
Backlog	 Adding RPG weapon Adding Store page to buy weapon 	10/19	

Project Sketch

