

Project Design Document

09/04/2023
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Project Concept

| | | | |
|-------------------------|---|--|--|
| 1 Player Control | You control a <input type="text" value="Survivor"/> in this <input type="text" value="Top down"/> <input type="text" value="game"/> | | |
| | where <input type="text" value="Arrow keys (WASD)"/> makes the player <input type="text" value="Go up down left right"/> | | |
| 2 Basic Gameplay | During the game, <input type="text" value="Zombies"/> appear <input type="text" value="From one gate (bottom of map)"/> | | |
| | and the goal of the game is to <input type="text" value="Kill all zombies and survive"/> | | |
| 3 Sound & Effects | There will be sound effects <input type="text" value="shooting Being attacked"/> and particle effects <input type="text" value="When hitting zombies"/> | | |
| | [optional] There will also be <input type="text" value="description of any other expected special effects or animation in the project."/> | | |
| 4 Gameplay Mechanics | As the game progresses, <input type="text" value="More zombies spawn"/> making it <input type="text" value="Difficult to survive"/> | | |
| | [optional] There will also be <input type="text" value="Boss to be defeated at the end of the level"/> | | |
| 5 User Interface | The <input type="text" value="Player HP"/> will <input type="text" value="decrease"/> whenever <input type="text" value="Hitting by zombies"/> | | |
| | At the start of the game, the title <input type="text" value="'Try to survive'"/> will appear <input type="text" value="and the game will end when Hp is empty or pass all the level"/> | | |
| 6 Other Features | <input type="text" value="Able to restart the game Will be a boss at the end Can upgrade weapons Can increase HP by picking up random spawned hearts"/> | | |

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

