

Project Design Document

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Project Concept

1

Player Control

You control a in this
where makes the player

2

Basic Gameplay

During the game, appear from
and the goal of the game is to

3

Sound & Effects

There will be sound effects and particle effects
[optional] There will also be

4

Gameplay Mechanics

As the game progresses, making it
[optional] There will also be

5

User Interface

The will whenever
At the start of the game, the title will appear

6

Other Features

May reveal storytelling dialogue and animation after completed each level (10+2 levels)
Or non-story mode, show illustration into animated version after puzzle is finished

Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none"> - Fixed perspective basic 2D configuration 	01/25
#2	<ul style="list-style-type: none"> - Start button - Timer to record how long time was spent finishing this puzzle 	01/26
#3	<ul style="list-style-type: none"> - Create puzzle pieces <ul style="list-style-type: none"> - Slice planes into pieces - Separate as elements of puzzle piece - Put image on the plane - 2D Border 	02/02
#4	<ul style="list-style-type: none"> - Pick up (click hold) and put down (release click hold) puzzle piece <ul style="list-style-type: none"> - Enlarge effect - Put down puzzle sound effect 	02/08
#5	<ul style="list-style-type: none"> - Finished puzzle celebration effects - Restart button (include the time) 	02/09
Backlog	<ul style="list-style-type: none"> - Declutter 	02/09
Future Project Backlog	<ul style="list-style-type: none"> - Story mode - Changed interface after finished story mode - Dialogue box - Story Animated finished piece --- breaks out of the canvas to reach the player screen - Click to talk with the character from story mode - Animated illustrations after finished in free mode 	mm/dd (separate next publish)

- Intro page
- Start button
- Pause button
- Exit (return to Intro scene)
- Levels page (Page to select different scenes)
- Save Progress (how far are levels unlocked?)

Project Sketch

