Project Design Document

01/21/2025 Nantawan Paramapooti

Project Concept

1	You control a	<u>i</u>	n this			
Player	mouse		top Down		game	
Control	where makes the player					
	Mouse click & hold		Picks up a p	s up a puzzle piece.		
2	During the game, from					
Basic	Puzzle pieces appea	ar	appear	Around the center of the screen		
Gameplay	and the goal of the game is to					
	Complete the puzzle.					
	There will be severed	off on the	a.a.d.	anutiala affanta		
Sound & Effects	There will be sound effects Sound effects when you pick up a piece			and particle effects particle effects when you complete the		
	or complete the puzzle		'	puzzle		
	[optional] There will also be					
	 The puzzle piece will enlarge in a little while it was picked up Background music 					
4	As the game progresses, making it					
4 Gameplay	The puzzle pieces become smaller with		maki	ing it		
Gameplay				i <mark>ng it</mark> rder to complete th	e puzzle	
Gameplay Mechanics					e puzzle	
	The puzzle pieces b	ecome smaller v			ne puzzle	
	The puzzle pieces b each level.	ecome smaller w	vith Har		e puzzle	
	The puzzle pieces be each level. [optional] There will Player can change in	ecome smaller w	vith Har	der to complete th	ne puzzle	
Mechanics 5 User	The puzzle pieces be each level. [optional] There will Player can change in	also be	zzle when	der to complete th		
Mechanics 5	The puzzle pieces be each level. [optional] There will Player can change in the puzzle pieces be each level.	also be images of the pu will decrease	vith Han	ever	vel.	

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	- Fixed perspective basic 2D configuration	01/25
#2	 Start button Timer to record how long time was spent finishing this puzzle 	01/26
#3	 Create puzzle pieces Slice planes into pieces Separate as elements of puzzle piece Put image on the plane 2D Border 	02/02
#4	 Pick up (click hold) and put down (release click hold) puzzle piece Enlarge effect Put down puzzle sound effect 	02/08
#5	 Finished puzzle celebration effects Restart button (include the time) 	02/09
Backlog	- Declutter	02/09
Future Project Backlog	 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 	mm/dd (separate next publish)

Animated illustrations after finished in free mode

- 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

