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| Project Design Document | |  | | --- | | *01/21/2025*  Nantawan Paramapooti | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *mouse* | | in this   |  |  | | --- | --- | | *top Down* | game | |
|  | where   |  | | --- | | *Mouse click & hold* | | makes the player   |  | | --- | | *Picks up a puzzle piece.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Puzzle pieces appear* | appear | | from   |  | | --- | | *Around the center of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Complete the puzzle.* | | |

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| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Sound effects when you pick up a piece or complete the puzzle* | | and particle effects   |  | | --- | | *particle effects when you complete the puzzle* | |
|  | [*optional*] There will also be   |  | | --- | | * *The puzzle piece will enlarge in a little while it was picked up* * *Background music* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The puzzle pieces become smaller with each level.* | | making it   |  | | --- | | *Harder to complete the puzzle* | |
|  | [*optional*] There will also be   |  | | --- | | *Player can change images of the puzzle* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Timer* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *The user started the level.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Complete Me* | will appear | | | and the game will end when   |  | | --- | | *You completed the puzzle pieces.* | |

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| --- | --- | --- | --- |
| 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* | |

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# 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* * *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?)* | | |  | | --- | | *mm/dd (separate next publish)* | |

# Project Sketch

