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| Project Design Document | |  | | --- | | *11/19/2020*  Kasper Hurskainen | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Wizard* | | in this   |  |  | | --- | --- | | *Top down* | game | |
|  | where   |  | | --- | | *WASD/Mouse1* | | makes the player   |  | | --- | | *Walk/Shoot* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Monsters* | appear | | from   |  | | --- | | *Every side of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *High score / without dying to the monsters* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Shooting sound and hit sound* | | and particle effects   |  | | --- | | *Hitting an enemy* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music* | | |

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| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More and harder monsters spawn* | | making it   |  | | --- | | *Difficult dodging all the monsters while shooting them* | |
|  | [*optional*] There will also be   |  | | --- | | *Boosters (different weapons for a short period of time)* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Score/lives* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *Every monster kill/and hit taken from monsters* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Monster Hunter* | will appear | | | and the game will end when   |  | | --- | | *When you die* | |

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| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Respawn* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Project / Camera set up with objects and gameplay* | | |  | | --- | | *11/27* | |
| **#2** | |  | | --- | | * *player movement* * *shooting* | | |  | | --- | | *12/ 7* | |
| **#3** | |  | | --- | | * *Monster spawn* * *health* * *monster attacks* | | |  | | --- | | *12/17* | |
| **#4** | |  | | --- | | * *Finished objects* | | |  | | --- | | *12/20* | |
| **#5** | |  | | --- | | * *Main menu and game over screen* | | |  | | --- | | *1/5* | |
| **Backlog** | |  | | --- | | * *Dodge/dash* * *Special ability + Mana* * *Skins* * *Weapon shop* * *More weapons* | | |  | | --- | | *1/5* | |

# Project Sketch

