Design Document [TEMPLATE]

12|03|2023
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App Info

Tentative Title: | Farm house

	Education & Training		Utilities & Reference
	Social & Networking		Media & Entertainment
	Productivity & Collaboration	✔	Gaming
	Art & Creativity		Other: _____

This App will be available on: | [desktop]
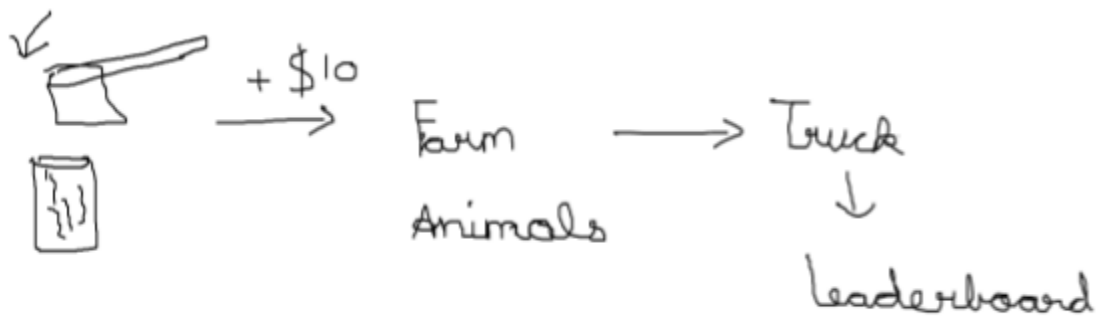
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Pitch

In this app, users will:

Chop wood at the farmhouse and earn money

The target audience / personas for this app include:

- All age groups

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Concept Sketch & Inspiration

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Features

When the user:		The result is:
Presses spacebar	,	Wood is cut
Clicks on animals (left click)	,	Their abilities are displayed
Right clicks the selected animal	,	The animal moves to the clicked location
	,	
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Accessibility

In order to make this app accessible to as many users as possible:

- I plan to make Windows build and WebGL build
- I plan to upload the builds on GitHub and also on Unity Play
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Timeline

	Milestone	Date
1	- Creating the basic templates and coding basic features of each scene	12|03|2023
2	- Establishing the scene flow, file handling and time mechanisms	12|04|2023
3	- Finishing the game loop and adding effects/audio	12|05|2023
4	- Optimizations and publishing the game	12|06|2023
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Backlog features

- Adding more unit types
- Adding more resource types
- Adding scene based mode instead of speed run mode
- Adding more art and animations
- Having builds for Linux and MacOS as well
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