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| Project Design Document | |  | | --- | | *08/04/2020*  Grant Brown | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Ball of light* | | in this   |  |  | | --- | --- | | *Side view wrap-around platformer* | game | |
|  | where   |  | | --- | | *Arrow keys and action buttons* | | makes the player   |  | | --- | | *Move, jump, and dash* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Areas of darkness and light and power-ups* | appear | | from   |  | | --- | | *The walls* | |
|  | and the goal of the game is to   |  | | --- | | *Reach the top* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *when the player enters darkness, jumps, dashes, dies, or collects a power-up* | | and particle effects   |  | | --- | | *when the player uses light, dies, or collects a power-up* | |
|  | [*optional*] There will also be   |  | | --- | | *lighting effects* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The player will collect power-ups* | | making it   |  | | --- | | *So the player's light stamina increases* | |
|  | [*optional*] There will also be   |  | | --- | | *Areas of light and darkness that temporarily Increase or decrease player's stamina* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *light stamina* | | will   |  | | --- | | *Decrease* | | whenever   |  | | --- | | *The player jumps, dashes, or touches darkness* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Lucifer* | will appear | | | and the game will end when   |  | | --- | | *The player exhausts their stamina while in darkness (player falls and continues from bottom with any gathered power-ups)* | |

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| 6 **Other Features** |  | |  | | --- | | *Takes place Inside a wrapping cylinder (like a well). At start, player falls from a great height with some intro text.* | |

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# Project Timeline

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| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Environment walls and floor built, player placed, some platforms constructed (on each wall), light and dark panel placeholders created, power-up placeholder created* | | |  | | --- | | *08/04* | |
| **#2** | |  | | --- | | * *Player can move left and right, position snaps to walls, jump and dash functionality created* | | |  | | --- | | *08/05* | |
| **#3** | |  | | --- | | * *Player has stamina bar that decreases when jumping, dashing, and interacting with dark panel. Stamina does not drain while interacting with light panel. Power-ups increase max stamina.* | | |  | | --- | | *08/06* | |
| **#4** | |  | | --- | | * *Light and dark effects implemented for stamina, panels, and power-ups* | | |  | | --- | | *08/7* | |
| **#5** | |  | | --- | | * *Sounds and particle effects* | | |  | | --- | | *08/10* | |
| **Backlog** | |  | | --- | | * *Falling animation when player dies* * *Falling intro with text* * *Real-time text guides player through controls* | | |  | | --- | | *08/11* | |

# Project Sketch

