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| Project Design Document | |  | | --- | | *02/09/2023*  Kramboy | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | Kid | | in this   |  |  | | --- | --- | | Top down | game | |
|  | where   |  | | --- | | WASD and SpaceBar | | make the player   |  | | --- | | Move and shoot | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | Family members | appear | | from   |  | | --- | | The borders of the kid's bedroom | |
|  | and the goal of the game is to   |  | | --- | | Set the highest score possible | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | Player steps  Player hit  Player shots  Family member spawned | | and particle effects   |  | | --- | | Smoke on death  Shooting effect  Blood on hit | |
|  | [*optional*] There will also be   |  | | --- | | Character animations | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | Family members will appear more often. | | making it   |  | | --- | | Harder to avoid them. | |
|  | [*optional*] There will also be   |  | | --- | | Pickups to upgrade the player's Ability to defend himself. | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | Score  Lives | | will   |  | | --- | | Increase  Decrease | | whenever   |  | | --- | | A family member touches a bedroom border.  A family member touches the player. | |
|  | At the start of the game, the title   |  |  | | --- | --- | | Family Frenzy | will appear | | | and the game will end when   |  | | --- | | The player loses all their lives. | |

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| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# Project Sketch