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| Project Design Document | |  | | --- | | *11/02/2022*  Krishnanand Yadav | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Spaceship* | | in this   |  |  | | --- | --- | | *Side view* | game | |
|  | where   |  | | --- | | *Arrow keys and Spacebar* | | makes the   |  | | --- | | *-Spaceship to move (arrow keys)*  *-Spaceship to fire (spacebar)* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Different types of asteroids and enemy spaceships* | appear | | From   |  | | --- | | *The top of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Defeat all the enemies in a level and move to the next one.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *description of sound effects* | | and particle effects   |  | | --- | | *description of particle effects* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *-Number and speed of enemies increases*  *-Speed of asteroids increases* | | making it   |  | | --- | | *Difficult to pass the level* | |
|  | [*optional*] There will also be   |  | | --- | | *A barrier to stop the player from moving to the next level. All enemies first need to be defeated, then the barrier will open.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *-Level*  *-Lives* | | will   |  | | --- | | *-Show the level number*  *-Decrease when the player dies* | |  |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Space Shooter* | will appear | | | and the game will end when   |  | | --- | | *The player is out of lives, or presses QUIT BUTTON.* | |

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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