|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *11/11/2024*  *Lan Ngai*  *Fausta Pavalkyte*  *Jack O'Sullivan* | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Cat* | | in this   |  |  | | --- | --- | | *top Down* | game | |
|  | where   |  | | --- | | *Keyboard* | | makes the player   |  | | --- | | *Move and shoot hairballs* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Birds and trash* | appear | | from   |  | | --- | | *Off screen into screen* | |
|  | and the goal of the game is to   |  | | --- | | *Shoot and destroy the trash and birds (enemies) to survive.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Shooting, on impact, footsteps, and*  *special item gained* | | and particle effects   |  | | --- | | *Impact on enemies, enemies destroyed, player gets hit, and dirt while running* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Level 1: trash (one hit dead) & two hit enemies (birds)*  *Level 2: two hit enemies (crow) and 3 hit enemies (bigger than crow, seagulls)*  *Level 3: Boss(10 hit, throws trash at you) Buff bird* | | making it   |  | | --- | | *More difficult as the game progresses.* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *lives* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *player gets hit* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *"The legend of Richard"* | will appear | | | and the game will end when   |  | | --- | | *All lives are lost.* | |

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

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *Alpha: Basic Functionality/transitions* | | |  | | --- | | *11/15* | |
| **#2** | |  | | --- | | * *Particles & Sound* | | |  | | --- | | *11/* | |
| **#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