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| **Project Design Document** | |  | | --- | | *06/30/2022*  Kaan enes ÇİFTÇİ | |

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| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | | *Car* | | in this   |  |  | | --- | --- | | *From back* | game | |
|  | where   |  | | --- | | *Keyboard* | | makes the player   |  | | --- | | *Around track* | |

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| --- | --- | --- | --- | --- | --- | --- |
| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Buffs and Debuffs* | appear | | from   |  | | --- | | *Road* | |
|  | and the goal of the game is to   |  | | --- | | *Keep alive or keep car in the road* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **3** **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Car, background, buff and debuffs* | | and particle effects   |  | | --- | | *Car crash or getting buffs and debuffs* | |
|  | [*optional*] There will also be   |  | | --- | | *while car in the air slow motion* | | |

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| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Car keep getting faster and faster* | | making it   |  | | --- | | *Keeping car on track* | |
|  | [*optional*] There will also be   |  | | --- | | *-* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **5** **User**  **Interface** |  | The   |  | | --- | | *Speed and time* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *As car getting faster* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Break Broke* | will appear | | | and the game will end when   |  | | --- | | *User get of track* | |

|  |  |  |  |
| --- | --- | --- | --- |
| **6** **Other Features** |  | |  | | --- | | *-* | |

# **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**

