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

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

| **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   | *iWhile car in the air slow motion* | | | --- | --- | | |

| **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**

| **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**

