| Project Design Document | | *02/27/2025*  Lizmarie Quiles Olivero 33010555 | | --- | |
| --- | --- | --- |

| Project Concept | | | |
| --- | --- | --- | --- |
| 1 **Player Control** |  | You control a   | *Baker* | | --- | | in this   | *Top Down* | game | | --- | --- | |
|  | where   | *Keyboard* | | --- | | makes the player   | *Move around and shoot items* | | --- | |

| 2 **Basic**  **Gameplay** |  | During the game,   | *aliens and zombies* | appear | | --- | --- | | from   | *Top of the screen* | | --- | |
| --- | --- | --- | --- | --- | --- | --- |
|  | and the goal of the game is to   | *Protect the bakery from alien and zombie attacks until the timer runs out.* | | --- | | |

| 3 **Sound**  **& Effects** |  | There will be sound effects   | *For walking, shooting, floating, enemies exploding, and quiet background music playing in the background.* | | --- | | and particle effects   | *For interacting, floating, and enemies exploding.* | | --- | |
| --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *Animation for the magical baker floating* | | --- | | |

| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   | *Zombies will be slow, and aliens will be fast.* | | --- | | making it   | *harder to let mistakes slip by.* | | --- | |
| --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   |  | | --- | | |

| 5 **User**  **Interface** |  | The   | *timer* | | --- | | will   | *decrease* | | --- | | whenever   | *The game continues, and the player has yet to get a game over.* | | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | At the start of the game, the title   | *Dawn of the Bread* | will appear | | --- | --- | | | and the game will end when   | *The timer runs out, or an enemy gets through.* | | --- | |

| 6 **Other Features** |  | | *The start screen will have a start game button and a difficulty mode.*  *If you lose, the remaining timer number will show up.*  *There will also be a retry button.* | | --- | |
| --- | --- | --- | --- |

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# Project Timeline

| Milestone | Description | Due |
| --- | --- | --- |
| **#1** | | * *Player Control* | | --- | | | *03/06* | | --- | |
| **#2** | | * *Game Mechanics* | | --- | | | *03/13* | | --- | |
| **#3** | | * *Background Music and Sounds* | | --- | | | *03/27* | | --- | |
| **#4** | | * *Game Timer, Game Manager, Coroutine* | | --- | | | *04/03* | | --- | |
| **#5** | | * *Scoreboard and Pause Menu* | | --- | | | *04/10* | | --- | |
| **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

