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| Project Design Document | |  | | --- | | *05/26/2021*  LoSmX | |

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| **Pre-Production Questions**   * **What is the game about?** * **Who is the audience?** *Everyone who likes games.* * **Is there a market for it? What’s the competition like?** *Of couse even if not not important. No competition. Just for fun.* * **Which platform will it be published on?** * **How will it be monetized? Will it be sold on a platform, or free to play with in-game purchases?** *Depends on playtform probably PC and Steam.* * **How long will it take to develop?** *Max one year* * **What staff and resources will it require?** *Milos and Adriana* * **What is the estimated budget?** *Education purpouse*  Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Plate cylindric* | | in this   |  |  | | --- | --- | | *Sideview* | game | |
|  | where   |  | | --- | | *arrows* | | makes the player   |  | | --- | | *Rotate it plate and to rotate the tiles .* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Tetris tiles* | appear | | from   |  | | --- | | *Falling down from Top of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Surviving as long as possible* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *when rotating the plate* | | and particle effects   |  | | --- | | *When tile hits ground and when row disappears.* | |
|  | [*optional*] There will also be   |  | | --- | | *Nice background music (choose able genres)* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More and more tiles appear and the speed paces up* | | making it   |  | | --- | | *harder to survival* | |
|  | [*optional*] There will also be   |  | | --- | | *Powerups: exploding tiles slowing, down time, changing tile and removing row.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *A block is placed and a row is cleared.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Tetris Tower* | will appear | | | and the game will end when   |  | | --- | | *The tower becomes to high* | |

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| 6 **Other Features** |  | |  | | --- | | *- Let player choose starting level.*  *- Highscore board* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Create basic Assets* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Make tiles spawn and Fall on the plate,* * *Make game end when the get too high* * *Add player Input.* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Make row disappeared if finished* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Increase score with every block and row* * *Increase pace with score Change* * *Log level and* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Make beautiful user Interface* * *Adding sounds* * *Add polished assets* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Add features from 6* | | |  | | --- | | *mm/dd* | |

# Project Sketch

# Checklist if everything is mentioned:

|  |  |  |
| --- | --- | --- |
| Item | Idea | Status |
| The idea or concept |  |  |
| Genre |  |  |
| Story and characters |  |  |
| Core game mechanics |  |  |
| Gameplay |  |  |
| Level and world design |  |  |
| Art and/or sketches |  |  |
| Monetization strategy |  |  |