**EXAMEN KEUZEDEEL**

**BASIS PROGRAMMEREN VAN GAMES**

**K0788**

**BIJLAGE 1 VOOR DE KANDIDAAT  
GAME DESIGN DOCUMENT**

**Dit examen is ontwikkeld door Bob van den Berge, coach bij de Bit Academy, en Joey Schmitz, docent Software Development bij ROC van Flevoland. Onze dank gaat uit naar Lincy Ellermeijer, game developer en docent Game Development bij de HvA, voor haar hulp bij het ontwikkelen van het theoretische deel van de lesstof.**

# **GAME DESIGN DOCUMENT**

|  |  |  |  |
| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | | platform | | in this   |  |  | | --- | --- | | break out | game | |
|  | where   |  | | --- | | arrow keys or A and D | | makes the player   |  | | --- | | move left or right | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | a ball | appears | | from   |  | | --- | | the air | |
|  | and the goal of the game is to   |  | | --- | | remove every brick with the ball | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **3** **Sound**  **& Effects** |  | There will be sound effects:   |  | | --- | | win sound effect, lose sound effect, lose life sound effect and hitting the bricks with the ball makes a sound | | and particle effects   |  | | --- | | the ball changes colour every time it touches a brick | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | the ball moves faster | | making it   |  | | --- | | harder to remove all the bricks | |
|  | [*optional*] There will also be   |  | | --- | | there will also be a score and lives being applied | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **5** **User**  **Interface** |  | The   |  | | --- | | score/lives | | will   |  | | --- | | increase/decrease | | whenever   |  | | --- | | you hit a brick you get more points added to your score. Every time the ball falls a live of you will be removed | |
|  | At the start of the game, the title   |  |  | | --- | --- | | nothing the games starts automatic | will appear | | | and the game will end when   |  | | --- | | you lose all your lives, or you removed all the bricks with the ball | |

|  |  |  |  |
| --- | --- | --- | --- |
| **6** **Other Features** |  | |  | | --- | | you can pause the game anytime | |

# **Project Timeline**

|  |  |  |
| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * Configure the physics for the ball and blocks. | | |  | | --- | | *05/30* | |
| **#2** | |  | | --- | | * Adding a player life system (5 lives). | | |  | | --- | | *05/31* | |
| **#3** | |  | | --- | | * Adding win and lose conditions to the game. | | |  | | --- | | *05/31* | |
| **#4** | |  | | --- | | * Implement sound effects for breaking blocks and loss of a life. | | |  | | --- | | *06/04* | |
| **#5** | |  | | --- | | * Implementing a game over screen for when all lives are lost. * Implement a win screen for when all blocks are broken. | | |  | | --- | | *06/08* | |
| **Backlog** | |  | | --- | | * Adding a pause function to pause and resume the game. Feature on backlog - not a part of the minimum viable product | | |  | | --- | | *06/10* | |

# **Project Sketch**

A screenshot of a computer

Description automatically generated