

Project Design Document

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Project Concept

1

Player Control

You control a *adventurous explorer* in this *side view* *game* where *keyboard arrows* makes the player *run, jump, and interact with specific objects.*

2

Basic Gameplay

During the game, *various platforms and obstacles* appear from *everywhere* and the goal of the game is to *reach the end of each level without falling into traps..*

3

Sound & Effects

There will be sound effects *classic jump and landing sounds, with a distinct sound for triggering traps.* and particle effects *when a trap is triggered*
[optional] There will also be *description of any other expected special effects or animation in the project.*

4

Gameplay Mechanics

As the game progresses, *there are invisible traps like spikes, and illusory platforms that cause the player to fall.* making it *difficult, requiring players to remember trap locations through trial and error.*
[optional] There will also be *description of any other gameplay mechanic(s) and their effect on the game.*

5

User Interface

The *lives* will *decrease* whenever *The player is killed by a trap.*
At the start of the game, the title *Trap Adventure* will appear and the game will end when *the final level is completed or lives are lost.*

6

Other
Features

*Leaderboards for fastest level completions.
Replay feature to review previous attempts.*

Project Timeline

Milestone	Description	Due
#1	- Basic level design and player mechanics by milestone #1	01/31
#2	- Trap mechanics and sound effects by milestone #2	02/28
#3	- Advanced level designs and UI elements by milestone #3	03/31
#4	- Beta testing and adjustments by milestone #4	04/30
#5	- Final release preparations by milestone #5	05/31
Backlog	- Additional levels, character customization options. -	05/31

Project Sketch

an will kill the player

--- Invisible before touch

