Project Design Document

Project Concept

1

Player Control

You control a

Penguin

in this

Top Down/Angle Down — game

where

Arrow Keys and Space bar

makes the player

Move side to side and jump

2

Basic Gameplay

During the game,

Barriers, objectives, points, items — appear

from

The top or distance of the screen

and the goal of the game is to

See how far the player can go without colliding with an object. Highest score as possible.

3

Sound & Effects

There will be sound effects

Sound effects for jumping, landing, sliding, and collecting points/Items

and particle effects

For jumping, landing, sliding, and colliding with objects.

[*optional*] There will also be

Music for background while playing and start menu

4

Gameplay Mechanics

As the game progresses,

The speed of the character and game increases and more objects spawn making it harder to avoid objects

making it

Harder to avoid colliding with an object

[*optional*] There will also be

Other items to collect that give the player an advantage for a short period of time

5

User Interface

The

Score/time/points

will

increase

whenever

The player collides with an object that ends the game and collects items that can change the score.

At the start of the game, the title

Penguin Slide — will appear

and the game will end when

the player collides with an object that is not supposed to be hit and ends the game.

6 **Other Features**	*The game can be restarted, and you can change characters.*

Project Sketch

Score

Background
Scroll Down

Items that give player
an advantage for a
short period of time.

Objects to Avoid

Points Player can collect
towards score

Player (Penguin)