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| Project Design Document | |  | | --- | | *22/04/2022*  María Moreno Cobos | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Hero* | | in this   |  |  | | --- | --- | | *Top Down* | game | |
|  | where   |  | | --- | | *ASWD and numbers* | | makes the player   |  | | --- | | *Move and attack with abilities* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Waves of Goblins and a dragon* | appear | | from   |  | | --- | | *Out of camera* | |
|  | and the goal of the game is to   |  | | --- | | *Survive the waves killing the enemies.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When Hero Attacks, gets hurt and die.*  *When Goblin attacks, gets hurt and die.*  *When Dragon attacks, get hurt and die* | | and particle effects   |  | | --- | | *Blood particles when hero get huts* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music battle* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More waves (4) of enemies will spawn until final boss and hero will unlock abilities to use* | | making it   |  | | --- | | *enemies appear but you can use abilities you obtain to success while you health not recover if you get hurt* | |
|  | [*optional*] There will also be   |  | | --- | | *Different attack types from enemies in different waves to force the player use abilities and make it more fun* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Health/Number of Wave* | | will   |  | | --- | | *Decrease/Incresase* | | whenever   |  | | --- | | *Get hurt / pass the wave* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Zero to Hero* | will appear | | | and the game will end when   |  | | --- | | *Hero die or we pass all the wave* | |

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| 6 **Other Features** |  | |  | | --- | | *We can restart the game and set music and sfx volume.* | |

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# Project Timeline

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| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Basic movement input for Hero, set Project, set Camera, 3D model with idle, walking and basic attack animations for Hero and cannot leave the area (primitive area)* | | |  | | --- | | *02/05* | |
| **#2** | |  | | --- | | * *Health system for all actors. Prefabs for Goblin and Dragon. Spawn enemies different places in the scenario* | | |  | | --- | | *16/05* | |
| **#3** | |  | | --- | | * *Implement main menu, health UI, wave UI and enemy waves.* | | |  | | --- | | *23/05* | |
| **#4** | |  | | --- | | * *Implement AI to enemies to follow the hero and attack him* | | |  | | --- | | *30/05* | |
| **#5** | |  | | --- | | * *Implement abilities for hero to acquire: Dash, area attack, ultimate attack (special attack with triple power)* | | |  | | --- | | *20/06* | |
| **Backlog** | |  | | --- | | * *Set SFX and music volume in options.* * *3D models for goblins and dragon with idle, walking and attack animations.* * *Menu in game (play with camera or cinematic)* * *Implement Music and SFX.* | | |  | | --- | | *04/07* | |

# Project Sketch