

# Project Design Document

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## Project Concept

1

### Player Control

You control a

*Excavator*

in this

*Isometric*

game

where

*A,d,w,s, left click.*

makes the player

*Move left, right, forward, back, and dig.*

2

### Basic Gameplay

During the game,

*Flags*

appear

from

*Random areas on ground*

and the goal of the game is to

*Dig as many holes where needed as you can without hitting a pipe*

3

### Sound & Effects

There will be sound effects

*digging noise, water, pipes splashing*

and particle effects

*dust particles and water spraying*

[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 flags will appear faster*

making it

*More stressful*

[optional] There will also be

*description of any other gameplay mechanic(s) and their effect on the game.*

5

### User Interface

The

*Time*

will

*increase*

whenever

*Clocks are dug up*

At the start of the game, the title

*"Dig, Dig, Dig..."*

will appear

and the game will end when

*The player digs the required amount of holes within the given time.*

## 6

Other  
Features

*Purple Flags will be pipes. Yellow Flags will be regular points. Green Flags will be clocks.*

## Project Timeline

Milestone	Description	Due
#1	Create Excavator Model and Background/Floor	2/24
#2	Add movements to Player	3/1
#3	Add Flags and pipes	3/5
#4	Add Clock and Power ups	3/10
#5	Add special sounds and special particles and title	3/23
Backlog	Add Construction Workers Lighting and bushes	4/10

# Project Sketch

