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| Project Design Document | |  | | --- | | *02/5/2021*  Alyssa Simmonds | |

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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.* | |

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| 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* | | |

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| 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.* | | |

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| 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.* | | |

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| 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.* | |

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| 6 **Other Features** |  | |  | | --- | | *Purple Flags will be pipes. Yellow Flags will be regular points. Green Flags will be clocks.* | |

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# Project Timeline

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| --- | --- | --- |
| 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

*Diagram

Description automatically generated*