Project Design Document

Project Concept

1

Player Control

You control a

Bird

in this

Back view?

game

where

WASD/Arrow keys

makes the player

Move in all directions

2

Basic Gameplay

During the game,

Enemies, obstacles, and rings

appear

from

Outside of the player's view

and the goal of the game is to

Fly through the rings and survive

3

Sound & Effects

There will be sound effects

When you fly through a ring, hit an obstacle or enemy, and beat the game

and particle effects

When flying through rings

[*optional*] There will also be

Sparkles/glow around the rings and maybe "wind lines" trailing behind the character's wings

4

Gameplay Mechanics

As the game progresses,

More enemies/obstacles spawn

making it

Increasingly difficult

[*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

An obstacle or enemy is hit

At the start of the game, the title

Fly High

will appear

and the game will end when

The player reaches the last level without dying

6 Other Features	The game takes place in different levels but in a 3D space

Project Timeline

Milestone	Description	Due
#1	- Player controller and bird model set up	mm/dd
#2	- Rings bird can fly through and a score counter + title screen	mm/dd
#3	- Obstacles added that the player can hit into and 2 levels laid out	mm/dd
#4	- Enemies the player can hit into and 3 more levels laid out	mm/dd
#5	- Finalizing levels and gameplay mechanics	mm/dd
Backlog	- Secret collectibles and if some special effects aren't added, then include those	mm/dd

Project Sketch