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| Project Design Document | |  | | --- | | *02/28/2024*  Madison VonTrapp | |

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| 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* | |

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| 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* | | |

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| 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* | | |

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| 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.* | | |

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| 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* | |

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| 6 **Other Features** |  | |  | | --- | | *The game takes place In different levels but In a 3D space* | |

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# Project Timeline

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