

Project Design Document

07/28/2024
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Project Concept

1 Player Control	You control a		in this	
	<i>Bird</i>	<i>Back view?</i>	game	
	where		makes the player	
	<i>WASD/Arrow keys</i>	<i>Move in all directions</i>		
2 Basic Gameplay	During the game,		from	
	<i>Enemies, obstacles, and rings</i>	appear	<i>Outside of the player's view</i>	
	and the goal of the game is to			
	<i>Fly through the rings and survive</i>			
3 Sound & Effects	There will be sound effects		and particle effects	
	<i>When you fly through a ring, hit an obstacle or enemy, and beat the game</i>		<i>When flying through rings</i>	
	[optional] There will also be			
	<i>Sparkles/glow around the rings and maybe "wind lines" trailing behind the character's wings</i>			
4 Gameplay Mechanics	As the game progresses,		making it	
	<i>More enemies/obstacles spawn</i>	<i>Increasingly difficult</i>		
	[optional] There will also be			
	<i>description of any other gameplay mechanic(s) and their effect on the game.</i>			

5 User Interface	The	will	whenever
	<i>lives</i>	<i>decrease</i>	<i>An obstacle or enemy is hit</i>
6 Other Features	At the start of the game, the title		and the game will end when
	<i>Fly High</i>	<i>will appear</i>	<i>The player reaches the last level without dying</i>
	<i>The game takes place in different levels but in a 3D space</i>		

Project Timeline

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

Project Sketch

