|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *04/13/2021*  Renato Daman | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Character* | | in this   |  |  | | --- | --- | | *First Person* | game | |
|  | where   |  | | --- | | *Keyboard and Mouse* | | makes the player   |  | | --- | | *Move Around In All Directions, Jump and Shoot* | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemies* | appear | | from   |  |  | | --- | --- | | *All Around The Map (off-screen)* | | |
|  | and the goal of the game is to   |  | | --- | | *Getting High Rounds* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  |  | | --- | --- | | *When The Player Shoots. When The Player Moves. Ambience Sound. (maybe the enemies)* | | | and particle effects   |  |  | | --- | --- | | *When Shoots* | | |
|  | [*optional*] There will also be   |  |  | | --- | --- | | *x* | | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  |  | | --- | --- | | *More Enemies Will Spawn* | | | making it   |  |  | | --- | --- | | *Harder To Play The Game* | | |
|  | [*optional*] There will also be   |  |  | | --- | --- | | *x* | | | |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *HealthBar and Stamina Bar, Wave Count and Enemies Count.  Optional: timer* | | will   |  | | --- | | *increase/decrease* | | whenever   |  |  | | --- | --- | | *Player Move, Player Run, PLayer Walk. Enemies Die and A New Wave Starts* | | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Start Game* | will appear | | | and the game will end when   |  |  | | --- | --- | | *GameOver, Restart & Wave Count Optional: score of how many enemies kill* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 6 **Other Features** |  | |  |  | | --- | --- | | *Logo & Name OF The Company* | | | |

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Camera Setup/Player Movement* | | |  | | --- | | *04/14* | |
| **#2** | |  | | --- | | * *Weapons Configuration* * *Animation* | | |  | | --- | | *04/19* | |
| **#3** | |  | | --- | | * *Enemy Movement And That We Can Hit The Enemy* | | |  | | --- | | *04/21* | |
| **#4** | |  | | --- | | * *Enemy Spawn* | | |  | | --- | | *04/23* | |
| **#5** | |  | | --- | | * *UI Elements* | | |  | | --- | | *04/26* | |
| **Backlog** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |

# Project Sketch

