Project Design Document

Project Concept

1

Player Control

You control a

Space Rover or Ship

in this

First Person

game

where

WASD and Mouse Control

makes the player

Drive in a direction or fly in a direction

2

Basic Gameplay

During the game,

SPACE ORES

appear

from

The Planet(Moon)

and the goal of the game is to

Extract the precious ores from the planet and fly out with them

3

Sound & Effects

There will be sound effects

Driving the space rover, ores being mined, mission completed sound.

and particle effects

particles will fly off the ores when being mined.

[optional] There will also be

A possibility of space take off sounds

4

Gameplay Mechanics

As the game progresses,

Player collects ores

making it

Increase their score

[optional] There will also be

Ores that give no score when mined and subtract a few points

5

User Interface

The

Score

will

Increase

whenever

An ore is collected

At the start of the game, the title

MOONLANDER

will appear

and the game will end when

You leave the planet

6

Other Features

There will be 2 vehicles you can drive: the main mothership and the mining rover. sound effects will also be Implemented for extra bizazz.

Project Timeline

Milestone	Description	Due
#1	• **Project - Creation and implementation of Moon Scene, Player Vehicle & Visual Particles** • **Choosing an appropriate background and sky** • **Creating default objects for crystals that the user will have to collect** • **Creating obstacles (E.g. Spikes) that will act as obstacles that the user has to avoid**	**10/30**
#2	• **Scripts - Addition of Scripts & Rigidbody's to the necessary elements that the player will control & to the obstacles** • **Obstacles will have to randomly spawn around the map as prefabs of the original object** • **The default object should be deleted as it is no longer needed** • **The spikes should have a box colider so that we can add functionality to them when they are hit**	**11/05**
#3	• **Obstacles will have to randomly spawn around the moon surface** • **The player should be able to control the moon vehicle through the 'W', 'A', 'S' & 'D' keys** • **The player should be able to shoot lasers at the obstacles using either a trackpad or external peripheral (E.g. Mouse)** • **Visual effects should be generated whenever the user hits an object** • **Smoke for when the user hits a spike, and celebratory particles for hitting a crystal**	**11/14**
#4	• **Shot lasers should be able to destroy the obstacles in the way of the player** • **A counter at the top left or right section of the screen will update every time a crystal has been hit• The total user score should decrease by 1, every time that the user hits a spike**	**11/30**
#5		

	• Test the project for bugs and potential issues with the program. Make sure that the scripts are correctly assigned to the right prefabs. • Make sure that the Project Name does not have any commas in it	**12/06**
Backlog	• When Alpha Test phase is successful implement sound effects, for when the user hits a crystal or a spike obstacle	**12/14**

Project Sketch