Project Design Document

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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

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**

*Controlling 2 separate vehicles(using a camera switch function).*

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**

**• If Alpha Test phase is successful implement sound effects, for when the user hits a crystal or a spike obstacle**

**12/14**

Project Sketch