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| Project Design Document | |  | | --- | | *27/10/2023*  Matas, Patryk, Enrico | |

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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 | |

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| 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 | | |

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| 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 | | |

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| 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 | | |

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| 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 | |

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| 6 **Other Features** |  | |  | | --- | | *Controlling 2 separate vehicles(using a camera switch function).* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# Project Sketch