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| Project Design Document | |  | | --- | | *04/27/2021*  Mateo Sergio Hernandez | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | Sniper | | in this   |  |  | | --- | --- | | *First person shooter* | game | |
|  | where   |  | | --- | | *player can shoot a sniper rifle* | | makes the player   |  | | --- | | *Kill assigned targets in order to succeed* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemies, rivals and innocents* | appear | | from   |  | | --- | | *The main view scene of the player/* | |
|  | and the goal of the game is to   |  | | --- | | *hit or kill the assigned target (the assigned target has a description)* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Of screams, bullets, hits, and shoots of guns. other environmental sounds Included (bird singing, cars passing by, sirens)* | | and particle effects   |  | | --- | | *Explosion, gas, blood, maybe even water.* | |
|  | [*optional*] There will also be   |  | | --- | | *Death, running, walking, shooting and conversating animations.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Shooting would the right target at the right time would be more difficult.* | | making it   |  | | --- | | *More challenging and strategizing for the player to shoot when the time is correct* | |
|  | [*optional*] There will also be   |  | | --- | | *Multiple targets or a shoot that eliminates multiple targets at a time.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Success meter* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *The player shoots the adequate target. Depending on how other factors like innocents involve and awareness of other to the kill, are done, the meter will increase or decrease.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Super Sniping experience* | will appear | | | and the game will end when   |  | | --- | | *The player ends all the mission. or loses.* | |

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| 6 **Other Features** |  | |  | | --- | | *Maybe a Menu to be added and a selection of weapons?* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #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

