| **Project Design Document** | | *mm/dd/yyyy*  Name | | --- | |
| --- | --- | --- |

| **Project Concept** | | | |
| --- | --- | --- | --- |
| **1** **Player Control** |  | You control a   | *Human* | | --- | | in this   | *FPS TPS ?* | game | | --- | --- | |
|  | where   | *user input type* | | --- | | makes the player   | *Move.* | | --- | |

| **2** **Basic**  **Gameplay** |  | During the game,   | *Pieces of evidence* | are | | --- | --- | | *Enemies* | Tracks | | *Loot (keys, flashlight)* | are | | In   | *The mansion* | | | --- | --- | | *The player* | | | *The rooms* | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | and the goal of the game is to   | *Find informations about your kidnapped relative* | | --- | | |

| **3** **Sound**  **& Effects** |  | There will be sound effects   | *Footsteps* | | | --- | --- | | *When hit* | | | *When an item is found* | | | and particle effects   | *Dust when steps are taken ?* | | | --- | --- | | *Blood splattering* | | | *Gold effects* | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *WIP* | | | --- | --- | | |

| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   | *Movement* | | | --- | --- | | *Opening doors* | | | *Inspecting items* | | | making it   | *effect of gameplay mechanic* | | | --- | --- | | *Blocking/continuing progression in game* | | | *Looking at items (photos)* | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *Life system (numbers of hits before death ? )* | | | --- | --- | | |

| **5** **User**  **Interface** |  | The   | *life* | | --- | | *Item* | | will   | *increase/decrease* | | --- | | *Be used* | | whenever   | *When healed/hit.* | | | --- | --- | | *The interaction key is pressed (light goes on, door opens)* | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | At the start of the game, the title   | ***Where Darkness Took Them*** | will appear | | --- | --- | | | and the game will end when   | *The player finds all the pieces of evidence concerning the kidnapping* | | | --- | --- | |

| **6** **Other Features** |  | | *Any other notes about the project that you don’t feel were addressed in the above.* | | | --- | --- | | |
| --- | --- | --- | --- | --- | --- |

# **Project Timeline**

| **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**

