|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *10/22/2021*  Mathew Harris | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Spy* | | in this   |  |  | | --- | --- | | *Top Down* | game | |
|  | where   |  | | --- | | *Arrows* | | *Space* | | makes the player   |  | | --- | | *Move around screen* | | *Shoot* | |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemies* | appear | | *Ammo* | Appear | | from   |  | | --- | | *hallway entry points* | | *In crates* | |
|  | and the goal of the game is to   |  | | --- | | *Survive and capture a laptop and bring it back to the entry* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *gun shots, screams, wood breaking* | | and particle effects   |  | | --- | | *Muzzle flash, and character flash* | |
|  | [*optional*] There will also be   |  | | --- | | *Ambient office sounds, intense music, doors opening, and phones ringing* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Enemies will gain health* | | making it   |  | | --- | | *harder to kill them* | |
|  | [*optional*] There will also be   |  | | --- | | *limited ammo resources* | | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Ammo* | | *lives* | | *Score* | | will   |  | | --- | | *Decrease* | | *Decrease* | | *Increase* | | whenever   |  | | --- | | *when space is hit* | | *when shot* | | *when objective is captured* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Mr.Spy* | will appear | | | and the game will end when   |  | | --- | | *player runs out of lives or captures 3 objectives* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Enemies do not just go to player, they have a set path.* | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Set up camera, place floor* | | |  | | --- | | *10/31* | |
| **#2** | |  | | --- | | * *Place player, player can move and shoot* | | |  | | --- | | *11/7* | |
| **#3** | |  | | --- | | * *Enemies spawn, boxes are placed and can be damaged when player runs into them, objective added with goal.* | | |  | | --- | | *11/14* | |
| **#4** | |  | | --- | | * *Objects replaced with real assets, shooting added to enemies when player is seen* | | |  | | --- | | *11/21* | |
| **#5** | |  | | --- | | * *Lives, ammo, and objective counted. Enemies grow stronger when the objective is captured.* | | |  | | --- | | *11/28* | |
| **#6** | |  | | --- | | *Final touches to gui and bug tests.* | | |  | | --- | | *12/10* |   */* |
| **Backlog** | |  | | --- | | * *Multiple boards* * *Enemies hunt player* * *Fog of war vision* * *Radar* | | |  | | --- | | *Eta* | |

# Project Sketch

