**EXAMEN KEUZEDEEL**

**BASIS PROGRAMMEREN VAN GAMES**

**K0788**

**BIJLAGE 1 VOOR DE KANDIDAAT  
GAME DESIGN DOCUMENT**

**Dit examen is ontwikkeld door Bob van den Berge, coach bij de Bit Academy, en Joey Schmitz, docent Software Development bij ROC van Flevoland. Onze dank gaat uit naar Lincy Ellermeijer, game developer en docent Game Development bij de HvA, voor haar hulp bij het ontwikkelen van het theoretische deel van de lesstof.**

# **GAME DESIGN DOCUMENT**

|  |  |  |  |
| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | | *Car* | | in this   |  |  | | --- | --- | | *Top down* | game | |
|  | where   |  | | --- | | *Arrow keys* | | makes the player   |  | | --- | | *Move to left or right* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Obstacles* | appear | | from   |  | | --- | | *The end of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Stay alive as long as possible* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **3** **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When an car hits an obstacle* | | and particle effects   |  | | --- | | *No* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The car goes faster, the spawn distance for obstacles goes lower and the spawn interval goes lower* | | making it   |  | | --- | | *Harder to dodge the obstacles* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **5** **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *The car doesn’t have 100% damage* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Wij lanceren je de toekomst in* | will appear | | | and the game will end when   |  | | --- | | *The car is broken/has 100% damage* | |

|  |  |  |  |
| --- | --- | --- | --- |
| **6** **Other Features** |  | |  | | --- | |  | |

# **Project Timeline**

|  |  |  |
| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *Car can move from left to right* | | |  | | --- | | *6/4* | |
| **#2** | |  | | --- | | * *Random obstacles are spawning* | | |  | | --- | | *6/5* | |
| **#3** | |  | | --- | | * *Car gets damage when it hits an obstacle* | | |  | | --- | | *6/5* | |
| **#4** | |  | | --- | | * *The score increases if the car is intact* | | |  | | --- | | *6/5* | |
| **#5** | |  | | --- | | * *Start & restart screen* | | |  | | --- | | *6/6* | |
| **Backlog** | |  | | --- | | * *Sound effects when an obstacle is hit or car is broken* * *Particle effects when an obstacle is hit or car is broken* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *6/8* | |

# **Project Sketch**