Project Design Document

Project Concept

1

Player Control

You control a

Figurine

in this

Top down, turn based

game

where

Clicking

makes the player

Take actions

2

Basic Gameplay

During the game,

Enemies and events

appear

from

Within the board

and the goal of the game is to

Complete objectives particular to the board loaded

3

Sound & Effects

There will be sound effects

To highlight player actions

and particle effects

To give further realism

[*optional*] There will also be

Background sound to add ambience

4

Gameplay Mechanics

As the game progresses,

The player will further develop

making it

More able

[*optional*] There will also be

Equipment

5

User Interface

The

Health

will

Decrease

whenever

The Player is hit

At the start of the game, the title

Kronknen

will appear

and the game will end when

The Player exits through menu

6

Other Features

The board will be generated based on the players current stats

Project Timeline

Milestone	Description	Due
#1	- Documentation, planning	*11/21*
#2	- Basic board	*11/24*
#3	- Player instance	*11/27*
#4	- Enemy instance	*11/31*
#5	- Anything else that can be completed	*12/07*
Backlog	- Generated instances - Movement between - Character statistic	*TBD*

Project Sketch