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

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Human Character* | | in this   |  |  | | --- | --- | | *Third Person* | game | |
|  | where   |  | | --- | | *Arrows and clicks* | | makes the player   |  | | --- | | *Move and interact with objects in the game* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Monsters* | appear | | from   |  | | --- | | *Ahead of the character* | |
|  | and the goal of the game is to   |  | | --- | | *Reach the end of each level while killing as many enemies as possible* | | |

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| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Upon death, strikes/kills, running*  *There will also be background music* | | and particle effects   |  | | --- | | *From striking deaths and kills* | |
|  | [*optional*] There will also be   |  | | --- | | *Different levels will be in different locations and higher levels will increase in difficulty* | | |

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| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *You will be able to purchase gear and weapons upgrades* | | making it   |  | | --- | | *Levels easier* | |
|  | [*optional*] There will also be   |  | | --- | | *Secret levels upon reaching certain goals* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *score/lives* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *Land kills in succession/die* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Subconscious Knight* | will appear | | | and the game will end when   |  | | --- | | *You defeat the end boss level* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Ability to pause the game and restart level or return to hub (store)* | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Project/Camera set up along with primitive objects for all gameplay objects* | | |  | | --- | | *01/13* | |
| **#2** | |  | | --- | | * *Player can move left and right on course and cannot leave play area* | | |  | | --- | | *01/14* | |
| **#3** | |  | | --- | | * *Objects randomly spawning from top of screen* * *When player collides with enemy without striking, they die* * *When player collides with life up it is destroyed* | | |  | | --- | | *01/15* | |
| **#4** | |  | | --- | | * *Primitive objects and background replaced with 3D assets* | | |  | | --- | | *01/16* | |
| **#5** | |  | | --- | | * *Health/gamescore added but not programmed into UI* | | |  | | --- | | *01/17* | |
| **#5** | |  | | --- | | * *Particles and sounds effects part 1* | | |  | | --- | | *01/18* | |
| **#5** | |  | | --- | | * *Particles and sounds effects part 2* | | |  | | --- | | *01/19* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *01/20* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *01/21* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *01/22* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *01/23* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *01/24* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *01/25* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *01/26* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *01/27* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *01/28* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *01/29* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *01/30* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *01/31* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *02/TBD* | |
|  |  |  |
| **Backlog** | |  | | --- | | * *High score* * *Power ups* * *upgrades* | | |  | | --- | | *mm/dd* | |

# Project Sketch