

# Project Design Document

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## Project Concept

1

### Player Control

You control a

*Animal*

in this

*top Down view*

game

where

*w/a/s/d or arrow keys*

makes the player

*Move / fly.*

2

### Basic Gameplay

During the game,

*Houses and other things*

appear

on

*The map*

and the goal of the game is to

*Get all the animals and their special abilities.*

3

### Sound & Effects

There will be sound effects

*When the player moves / flies and when he unlocks other animals.*

and particle effects

*When the player attacks in dungeons.*

[optional] There will also be

4

### Gameplay Mechanics

As the game progresses,

*You will achieve more animals and special abilities*

making it

*The main thing in the game.*

[optional] There will also be

*Houses and Secret Rooms / -Dungeons.*

5

### User Interface

The

*Health bar*

will

*decrease*

whenever

*You get attacked.*

At the start of the game, the title

*"Animals Adventure"*

will appear

and the game will

*Never end because u can still explore when you have every animal and special ability.*

## 6

Other  
Features

The game will be a pixel style game and you have lot's of UI's. At the map you can find pure Nature put also a few villages and dungeons or secret rooms. It will change the scene when you enter/leave a house/dungeon/secret room.

## 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	<ul style="list-style-type: none"> <li>- Feature on backlog - not a part of the minimum viable product</li> <li>- Feature on backlog - not a part of the minimum viable product</li> <li>- Feature on backlog - not a part of the minimum viable product</li> </ul>	mm/dd

**Project Sketch**

