| **Project Design Document** | | *10/03/2022*  Mika Blome | | --- | |
| --- | --- | --- |

| **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 / flys 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 achive 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** | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | --- | | | *mm/dd* | | --- | |

# **Project Sketch**

