Project Design Document

Project Concept

1

Player Control

You control a

Block

in this

side view

game

where

Space, W and D

makes the player

Jump up,left and right

2

Basic Gameplay

During the game,

Platforms

appear

from

The top of the screen

and the goal of the game is to

To get to the top of the map

3

Sound & Effects

There will be sound effects

No sounds

and particle effects

No particles

[*optional*] There will also be

4

Gameplay Mechanics

As the game progresses,

You will find ice and enemies

making it

Harder to go up

[*optional*] There will also be

5

User Interface

The

timer

will

increase

whenever

You play

At the start of the game, the title

Start

will appear

and the game will end when

If you are on the finish platform

6

Other Features

Project Timeline

Milestone	Description	Due
#1	- *The map (platforms)*	*09/03*
#2	- *Player movement*	*09/04*
#3	- *Made the jump perfect*	*09/05*
#4	- *Enemies and ice platforms*	*09/07*
#5	- *Timer and finish blocks*	*09/10*
Backlog	- *A bounce platform* - *A player dash* - *Rising Lava*	*09/11*

Project Sketch