|  |  |  |
| --- | --- | --- |
| **Project Design Document** | |  | | --- | | *9/26/2022*  Mitch Foster | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | | *A grave watcher* | | in this   |  |  | | --- | --- | | *2D fighting platformer (with loot)* | game | |
|  | where   |  | | --- | | *The keyboard* | | makes the player   |  | | --- | | *Move and attack is bound to mouse position* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *The dead* | appear | | from   |  | | --- | | *The ground and the sky* | |
|  | and the goal of the game is to   |  | | --- | | *Fight the dead within the level to get to the end. The goal is to kill the bosses of the dead to release you from the opposing world.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **3** **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When the player hits enemies, gets hit, and when the player picks up items.* | | and particle effects   |  | | --- | | *For the attacks and when the player gets hit. Maybe some particle effects for the movement of entities.* | |
|  | [*optional*] There will also be   |  | | --- | | *Music if there is enough time.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *more enemies will appear with different attacks, and loot will be harder to acquire.* | | making it   |  | | --- | | *More of a challenge to fight and defeat the bosses.* | |
|  | [*optional*] There will also be   |  | | --- | | *N/A* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **5** **User**  **Interface** |  | The   |  | | --- | | *health* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *The player is hit by an enemy* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *GRAVER* | will appear | | | and the game will end when   |  | | --- | | *The player beats the boss at the end.* | |

|  |  |  |  |
| --- | --- | --- | --- |
| **6** **Other Features** |  | |  | | --- | | *The player may have special abilities if there is enough time to add it within the game.* | |

# **Project Timeline**

|  |  |  |
| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | *Adding player and basic level design with objects* | | |  | | --- | | *10/15* | |
| **#2** | |  | | --- | | *Add the enemies to the level and AI for them* | | |  | | --- | | *10/29* | |
| **#3** | |  | | --- | | *Add sound, particle effects, and start abilities* | | |  | | --- | | *11/12* | |
| **#4** | |  | | --- | | *Finish abilities, and make boss for the level* | | |  | | --- | | *11/26* | |
| **#5** | |  | | --- | | *Finalize every aspect of the game (anything unfinished) add more loot, and fix bugs* | | |  | | --- | | *12/10* | |
| **Backlog** | |  | | --- | | *Add easter egg or another level, add controller support.* | | |  | | --- | | *12/13* | |

# **Project Sketch**



*\*Already made player movement sprite sheet*

*A picture containing dark

Description automatically generated*

*\*Background forest art I made as well*