

Project Design Document

07/11/2022

Project Concept

1

Player Control

You control a

Player picked character

in this

3rd-person shooter

game

where

the enemy AI and other obstacles

makes the player

need to shoot to defend and collect items to complete objectives

2

Basic Gameplay

During the game,

Enemies and physical objects

appear

from

within the world

and the goal of the game is to

Get the highest score and complete the objective given at a given level

3

Sound & Effects

There will be sound effects

From characters, enemies, item pickups, equip and reload, environment sounds

and particle effects

From environment, weapons, items, pickups, enemies, special abilities

[optional] There will also be

Fresnel FX on items player is able to pick up, interpolation FX when collecting, animated UI

4

Gameplay Mechanics

As the game progresses,

The player will keep collected items and level up

making it

more difficult as the game goes on

[optional] There will also be

A Multiplayer mode using PlayFab or Steam API for players to work vs or co-op

5

User Interface

The

Health, Inventory, Ammo Count

will

appear

whenever

the player spawns

At the start of the game, the title

WELCOME TO FRAME

will appear

and the game will end when

WHEN OBJECTIVE IS MET OR PLAYER DIES

6

Other Features

Multiplayer, Co-operative player mode (2-4), save/load feature, leaderboard, different maps with different objectives

Project Timeline

Milestone	Description	Due
#1	From where we are now, complete in-game inventory running at runtime and add different weapons and items to pickup and use	21/11/22
#2	Add additional FX i.e. footsteps, animations to different weapons and apply all C++ classes to these	05/12/22
#3	Multiple character meshes - inherit core functionality from base character but apply different techniques and abilities to each one e.g. movement, agility, health	26/12/22
#4	Enemies - Enemy C++ and Blueprint class, AI, behaviour trees, hit traces, boss fights	09/01/23
#5	Level Creation/Design, objective design, story background - minimum 2 maps. Play test, package.	30/01/23
Backlog	Intro cinematic, level intro cinematics, pre-game inventory to buy/sell items, extra maps, procedural generation of map (1),	--/--/--

Project Sketch