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| Project Design Document | |  | | --- | | *04/25/2023*  Mustafa Can İnce | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Human* | | in this   |  |  | | --- | --- | | *top Down* | game | |
|  | where   |  | | --- | | *keyboard* | | makes the player   |  | | --- | | *move, aim* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Two players* | appear | | from   |  | | --- | | *Tennis court* | |
|  | and the goal of the game is to   |  | | --- | | *get score and win the game* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When the ball is hit and a score is taken* | | and particle effects   |  | | --- | | *shaking camera* | |
|  | [*optional*] There will also be   |  | | --- | | *audience applause when one of the players wins* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *forehand, backhand, move, aim, autoshoot* | | making it   |  | | --- | | *possible to win game* | |
|  | [*optional*] There will also be   |  | | --- | | *Two players playing a match* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *if one of the players scores or sets* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *3,2,1 start* | will appear | | | and the game will end when   |  | | --- | | *If one of the players wins 3 sets, the game is finished.* | |

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| 6 **Other Features** |  | |  | | --- | | *the increase in the number of spectators by looking at the previous matches of the players.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Court and stadium construction.* | | |  | | --- | | *03/20* | |
| **#2** | |  | | --- | | * *Two player move and hit animation* | | |  | | --- | | *04/01* | |
| **#3** | |  | | --- | | * *Autoshot mechanics* | | |  | | --- | | *04/20* | |
| **#4** | |  | | --- | | * *Score system design and ui update* | | |  | | --- | | *05/10* | |
| **#5** | |  | | --- | | * *Audience and log win/lose conditions* | | |  | | --- | | *05/20* | |
| **Backlog** | |  | | --- | | * *Bug fixes and create new assets for players and audience.* | | |  | | --- | | *TBD* | |

# Project Sketch