|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *22/5/2021*  Sad Colors | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Player* | | in this   |  |  | | --- | --- | | *1st person* | game | |
|  | where   |  | | --- | | *WASD* | | makes the player   |  | | --- | | *Move around* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Choices and characters* | appear | | from   |  | | --- | | *In world* | |
|  | and the goal of the game is to   |  | | --- | | *Finish with good ending, survive* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Talking* | | and particle effects   |  | | --- | | *Playing with lightning* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Player will discover new colors and develop his character* | | making it   |  | | --- | | *Story game where choices matter* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Dialog, money, feelings* | | will   |  | | --- | | *Change* | | whenever   |  | | --- | | *player makes a choice* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Sad Colors* | will appear | | | and the game will end when   |  | | --- | | *Player reaches the end* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Dialog system* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Basic architecture of places where player will be* | | * *Kindergarten* * *Elementary school* * *High school* * *Home* * *Home 1* * *City* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Create objects which will be then used* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Give these objects colors, monochrome* | | |  | | --- | | *mm/dd* | |
| **#6** | |  | | --- | | * *Dialog system which changes by players choices* | | |  | | --- | | *mm/dd* | |
| **#7** | |  | | --- | | * *Inventory* | | |  | | --- | | *mm/dd* | |
| **#8** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |
| **#9** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |
| **#10** | |  | | --- | |  | | |  | | --- | | *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