

Project Design Document

mm/dd/yyyy
Student Name

Project Concept

	You control a		in this	
	<i>player</i>		<i>side view</i>	game
	where		makes the player	
	<i>Space keyboard</i>		<i>Jump</i>	
2	During the game,			
Basic Gameplay	<i>Animals, obstacle, power up</i>		appea r	from <i>Right of screen</i>
	and the goal of the game is to			
	<i>Survive as long as player can</i>			
3	There will be sound effects and particle effects			
Sound & Effects	<i>Jump, hit obstacle, animal, power up</i>		<i>power up and run</i>	
	[optional] There will also be			
	<i>Background</i>			
4	As the game progresses,			
Gameplay Mechanic s	<i>Run speed increase</i>		making it <i>Difficult</i>	
	[optional] There will also be			
	<i>Different animal, obstacle</i>			
5	The			
User Interface	<i>lives</i>	will <i>increase & decrease</i>	whenever <i>player hit animal, obstacle and power up</i>	
	At the start of the game, the title			
	<i>Wild run</i>	will	and the game will end when <i>player's live is zero</i>	

	<div></div> <div>appear</div>
6 Other Features	<div>Show time</div>

Project Timeline

Milestone	Description	Due
#1	<div>- Functional feature(s) by milestone #1</div>	<div>mm/dd</div>
#2	<div>- Functional feature(s) by milestone #2</div>	<div>mm/dd</div>
#3	<div>- Functional feature(s) by milestone #3</div>	<div>mm/dd</div>
#4	<div>- Functional feature(s) by milestone #4</div>	<div>mm/dd</div>
#5	<div>- Functional feature(s) by milestone #5</div>	<div>mm/dd</div>
Backlog	<div>- 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</div>	<div>mm/dd</div>

Project Sketch

