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| Project Design Document | |  | | --- | | *21/11/2022*  Johannes, Daniel | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | CharSprite | | in this   |  |  | | --- | --- | | *TopDown* | game | |
|  | where   |  | | --- | | W, A, S, D or arrows (Player) | | makes the player   |  | | --- | | Move and interact with other objects in the game | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | Coins/Enemies/Traps | appear | | from   |  | | --- | | The floor | |
|  | and the goal of the game is to   |  | | --- | | Progress through the dungeon, and get points | | |

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| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | Trap Explosion, GunShot, Grappling Gun, when you clear a room | | and particle effects   |  | | --- | | On Enemy death, Gunshot, trap explosion, | |
|  | [*optional*] There will also be   |  | | --- | | Background music that intensifies throughout the game | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | More and stronger enemies appear | | making it   |  | | --- | | More likely that the player will die | |
|  | [*optional*] There will also be   |  | | --- | | Grapling gun | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | Floors climbed | | will   |  | | --- | | Increase | | whenever   |  | | --- | | A floor is cleared | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Of the game* | will appear | | | and the game will end when   |  | | --- | | The player dies. | |

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| 6 **Other Features** |  | |  | | --- | | Point system, streaksystem- | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *Movement, and a dummy floor* | | |  | | --- | |  | |
| **#2** | |  | | --- | | Make death, and basic enemies | | |  | | --- | |  | |
| **#3** | |  | | --- | | Score system | | |  | | --- | |  | |
| **#4** | |  | | --- | | Random room spawn | | |  | | --- | |  | |
| **#5** | |  | | --- | | Shops, and sound effects | | |  | | --- | |  | |
| **#6** | |  | | --- | | Menu, and death screen | | |  | | --- | |  | |
| **Backlog** | |  | | --- | | - A timer telling the players in the UI when the next floor will fall counting down from 30.  - Online multiplayer (more than 2 players)  - Procedural level generation | | |  | | --- | |  | |

# Project Sketch

