|  |  |  |
| --- | --- | --- |
| **Project Design Document** | |  | | --- | | *mm/dd/yyyy*  Name | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | | *Car* | | in this   |  |  | | --- | --- | | *semi -top down* | game | |
|  | where   |  | | --- | | *user input* | | makes the player   |  | | --- | | *Change lanes on the road* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Other cars and obstacles* | appear | | from   |  | | --- | | *In front of the player* | |
|  | and the goal of the game is to   |  | | --- | | *Reach the maximum distance* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **3** **Sound**  **& Effects** |  | There will be sound effects of   |  | | --- | | *Car moving, car crashing, bgm* | | and particle effects   |  | | --- | | *Smoke when car crashes* | |
|  | [*optional*] There will also be   |  | | --- | | *Stumbling on rock, nitro particle effect and sfx* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More cars and obstacles appear and the speed of the car increases* | | making it   |  | | --- | | *Hard to go forward* | |
|  | [*optional*] There will also be   |  | | --- | | *Rocks on the road to make the car lose control, nitro for moving the car fast and through obstacles without crashing* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **5** **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *The distance increases* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Turbo* | will appear | | | and the game will end when   |  | | --- | | *The car crashes* | |

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

# **Project Timeline**

|  |  |  |
| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *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**

