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| Project Design Document | |  | | --- | | 09/22/2020  Madelyn Daynes | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | walking creature | | in this   |  |  | | --- | --- | | isometric? | game | |
|  | where   |  | | --- | | wasd/arrow keys and spacebar | | makes the player   |  | | --- | | walk and jump | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | walls | appear | | from   |  | | --- | | All sides | |
|  | and the goal of the game is to   |  | | --- | | get out of the maze | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | Footsteps, background music, and Item acquired sounds | | and particle effects   |  | | --- | | glitter when item is acquired and dust when a door opens | |
|  | [*optional*] There will also be   |  | | --- | | Maybe lights will turn on and off in some areas? | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | There will be locked doors | | making it   |  | | --- | | harder to advance | |
|  | [*optional*] There will also be   |  | | --- | | Simple puzzles to solve to unlock doors. | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | Time | | will   |  | | --- | | increase | | whenever   |  | | --- | | you are playing. You will be timed. | |
|  | At the start of the game, the title   |  |  | | --- | --- | | Moonlight Maze | will appear | | | and the game will end when   |  | | --- | | you make it out of the maze | |

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| 6 **Other Features** |  | |  | | --- | | I'd like to add a little bit of platforming or some other characters you have to rescue. | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * get the assets, set up player controls and camera | | |  | | --- | | 10/10 | |
| **#2** | |  | | --- | | * set up maze, make walls outside of camera view spawn in (maybe) | | |  | | --- | | 10/24 | |
| **#3** | |  | | --- | | * add sounds and particle effects | | |  | | --- | | 11/7 | |
| **#4** | |  | | --- | | * put in locked doors and basic puzzles | | |  | | --- | | 11/21 | |
| **#5** | |  | | --- | | * add timer and title screen | | |  | | --- | | 12/5 | |
| **Backlog** | |  | | --- | | * minor platforming * rescue characters * puzzles using light and dark | | |  | | --- | | Day of the final (a monday in december. probably the 14th) | |

# Project Sketch

Diagram

Description automatically generated