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| Project Design Document | |  | | --- | | *10/18/2020*  Eduardo Pineda Guerra | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *teenager* | | in this   |  |  | | --- | --- | | *first person* | game | |
|  | where   |  | | --- | | *controller* | | makes the player   |  | | --- | | *move up, down, left, right, forward, and behind* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *soldiers* | appear | | from   |  | | --- | | *center and corners of the rooms of the map* | |
|  | and the goal of the game is to   |  | | --- | | *kill them and complete the map* | | |

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| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *of explosions* | | and particle effects   |  | | --- | | *of small explosions when the player hits one enemy* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *more enemies will appear that generate more damage* | | making it   |  | | --- | | *more difficult to complete the map* | |
|  | [*optional*] There will also be   |  | | --- | | *different objects that spawn aside from the standard that can act as powerups* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *life* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *the enemy hits the player* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Black Shadow* | will appear | | | and the game will end when   |  | | --- | | *the player runs out of life* | |

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| 6 **Other Features** |  | |  | | --- | | *The player can restart the game and set the difficulty* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *First person camera* * *Set up the Xbox configuration controller* * *Player can move in all directions* | | |  | | --- | | *10/25* | |
| **#2** | |  | | --- | | * *Create the map* | | |  | | --- | | *11/01* | |
| **#3** | |  | | --- | | * *Enemies appear in the map* * *Player can shoot* | | |  | | --- | | *11/08* | |
| **#4** | |  | | --- | | * *Enemies can shoot* * *When the player is hit by the enemy, he dies* | | |  | | --- | | *11/15* | |
| **#5** | |  | | --- | | * *Health / Gameover mechanic programmed, but not added to the UI - just confirmed with logs to console* | | |  | | --- | | *11/22* | |
| **Backlog** | |  | | --- | | * *Primitive objects and background replaced real 3D assets* * *Particle and sound effects Implemented, Including scrolling background* * *Powerup object that allows you to input your initials and save scores* | | |  | | --- | | *11/29* | |

# Project Sketch

