Interactive Multimedia

Project part 2

Design software roadmap

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**Feature 1: Player Character**

Character 1: Default 3rd person controller.

The character will be an astronaut wearing a space suite.

**Feature 2: Parts**

All parts are needed to restore the lunar roving vehicle.

Part 1: This part is a wheel.

Part 2: This part is also a wheel.

Part 3: This part is a satalite.

Part 4: This part is a monitor.

Part 5: This part is a bag a screws.

**Feature 3: Health**

Health 1: The player’s current health is displayed as a non-changing integer.

Health 2: The player’s health is displayed as a changing integer, reducing each frame.

Health 3: The player’s health is displayer as a progress bar.

Health 4: When they player’s health goes below zero, they die and lose a life.

**Feature 4: Oxygen**

Health 1: The player’s current oxygen level is displayed as a non-changing integer.

Health 2: The player’s oxygen level is displayed as a changing integer, reducing each frame.

Health 3: The player’s oxygen level is displayer as a progress bar.

Health 4: When they player’s oxygen level goes below zero, they die and lose a life.

**Feature 5: Lives left**

Lives 1: lives left displayed as non-changing integer.

Lives 2: lives left displayed as changing integer.

Lives 3: lives left are displayed by icons.

Lives 4: when all lives are gone, the game is over and the player is taken to game over scene.

**Feature 6: Rover**

Rover 1: When scene starts the rover is broken.

Rover 2: When player gather parts and touches rover it becomes fixed.

Rover 3: repair animation occurs when player touches it with all parts.

**Feature 7: Sounds**

Sound 1: Good sound played when pickup first aid kit.

Sound 2: Good sound played when pickup oxygen tank.

Sound 3: Bad sound played when player loses life.

Sound 4: Good sound played when player fixes rover.