

# Project Design Document

13/01/2023  
Niels Kloosterman

## Project Concept

1

### Player Control

You control a

*Person/player*

in this

*isometric*

game

where

*Your mouse and keyboard*

makes the player

*Moves cards around and write answers*

2

### Basic Gameplay

During the game,

*cards*

appear

from

*The table that comes in your screen with 5 words*

and the goal of the game is to

*Get to the end and be the first at the finish to win*

3

### Sound & Effects

There will be sound effects

*Simple sound effects and background music.*

and particle effects

*Simple but clean and satisfying visual effects*

[optional] There will also be

*description of any other expected special effects or animation in the project.*

4

### Gameplay Mechanics

As the game progresses,

*description of gameplay mechanic,*

making it

*effect of gameplay mechanic*

[optional] There will also be

*description of any other gameplay mechanic(s) and their effect on the game.*

5

### User Interface

The

*Scores*

will

*increase*

whenever

*You get a word correct from the card*

At the start of the game, the title

*30 Seconds*

will appear

and the game will end when

*Winner or better luck next time*

*You start with a parkour and the parkour depends on how many negative points you get.*

## Project Timeline

Milestone	Description	Due
#1	- On screen text working, parkour terrain ready, basic movements #1	01/16
#2	- Textures and visual/sound effects done on the parkour, basics of the board and cards #2	01/19
#3	- Textures and visual/sound effects for the boards and cards (cards functional with random 5 words to explain) #3	01/20
#4	- Other player gets a chat to type the answers in working #4	01/22
#5	- Everything works and everything is nice clean and satisfying (ready to be played) #5	01/28
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

