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| Project Design Document | |  | | --- | | *13/01/2023*  Niels Kloosterman | |

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| 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* | |

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| 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* | | |

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| 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.* | | |

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| 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.* | | |

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| 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* | |

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| 6 **Other Features** |  | |  | | --- | | *You start with a parkour and the parkour depends on how many negative points you get.* | |

# Project Timeline

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| --- | --- | --- |
| 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

Diagram

Description automatically generated with medium confidence