|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *23/06/2022*  Olddevbless | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *plane* | | in this   |  |  | | --- | --- | | *3d person* | game | |
|  | where   |  | | --- | | *Using the keyboard and mouse* | |  | | makes the player   |  | | --- | | *Allows the player to fly freely and shoot* | |

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| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Alien spaceships* | appear | | from   |  | | --- | | *Above* | |
|  | and the goal of the game is to   |  | | --- | | *Shoot them, take their payload and drop it down on certain locations* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *For shooting, flying and blowing up alien ships* | | and particle effects   |  | | --- | | *Shooting, flying and dropping payload* | |
|  | [*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,   |  | | --- | | *Time runs out* | |  | | making it   |  | | --- | | *More difficult to save all the abductees* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Score/people pickedup/time remaining* | | will   |  | | --- | | *increase/Increase/decrease* | | whenever   |  | | --- | | *we drop off people/we collect people/time runs out* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *"Alien Snatchers"* | will appear | | | and the game will end when   |  | | --- | | *The timer ends or the player collidies with the ground* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 Other Features |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Plane Movement and collision* | | |  | | --- | | *1/7* | |
| **#2** | |  | | --- | | * *Player fire and collection* | | |  | | --- | | *7/7* | |
| **#3** | |  | | --- | | * *Timer* | | |  | | --- | | *10/7* | |
| **#4** | |  | | --- | | * *People drop off* | | |  | | --- | | *20/7* | |
| **#5** | |  | | --- | | * *Sound particle effects* | | |  | | --- | | *25/7* | |
| **Backlog** | |  | | --- | | * *Interceptors (aliens that attack the player)* * *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

