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| Project Design Document | |  | | --- | | *07/01/2024*  Oleksenko Bogdan | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Spaceship* | | in this   |  |  | | --- | --- | | *Isometric 2d* | game | |
|  | where   |  | | --- | | *Pressing WASD* | | makes the player   |  | | --- | | *Move according to buttons. Each button represents an engine from specified side* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemies* | appear | | from   |  | | --- | | *Area outside of player's view* | |
|  | and the goal of the game is to   |  | | --- | | *Complete the tasks that a provided on the current level (recharge beacons, transport ship parts to needed location, destroy enemy's cruiser, etc.)* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Of shooting, interactive parts on the level, enemies movement, player movement, picking up gears (game currency) dropped by enemies.* | | and particle effects   |  | | --- | | *Interactive parts on the level, player movement, enemy movement, shooting* | |
|  | [*optional*] There will also be   |  | | --- | | *Sound and VFX of explosions and enemy/player death* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Player will kill enemies and complete tasks on each level. From that he will get gears and spend it on upgrades.* | | making it   |  | | --- | | *Easier to defeat enemies and complete levels more effectively.* | |
|  | [*optional*] There will also be   |  | | --- | | *Gears (currency) that player will get from killing enemies and competing level tasks. From that he will get gears and spend it on upgrades.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *lives, gears (currency)* | | will   |  | | --- | | *decrease, increase* | | whenever   |  | | --- | | *Player gets damage from enemies, player picks up gears* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *TerrinTin* | will appear | | | and the game will end when   |  | | --- | | *Player looses all of the health points* | |

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| 6 **Other Features** |  | |  | | --- | | ***Lore and theme of the game:***  *Main character in this game is electrician ship that help's others with their needs. Another ships/stations from all of the galaxy - contact player's ship for helping with some problems. Player needs to complete given to him tasks. Main goal is help clients with their problems and earn money for successful missions. For money, player can buy upgrades for his ship.*  ***Atmosphere:***  *Game should feel mysteriously and empty. Player needs to fill loneliness. All of the surroundings is abandoned and lifeless. Interactions with other NPC's is minimized, so there can be feeling that universe is empty and there is not as much life than “before”.*  ***Things to add:*** *- Add upgrade system (optional).*  ***Level ideas:***  *- Level 1: there are beacons placed all over the map. In the center of the level Is cruiser that called for help. Cruiser Is stack and can't go further cause of his problems with electricity. Player needs to recharge beacons and then they will connect with cruiser and give him power.*  *- Level ?: there should some kind of ship parts all over the level that you need to transfer somewhere. You can do that by flying to a ship part – tie it with a rope and then transport it to the needed location*  *- Level ?: player goes to a gas level. All of the level Is covered with toxic gas, that can damage player. Player can be In this toxic fog for short period of time, without taking damage. Player needs to collect some "things" to recharge his ability to survive In this gas (some kind of oxygen). Main goal Is beat hordes of enemies, survive In fog by collecting some "things", find leak of this toxic gas and close It. Toxic gas will be pink/bright purple.* | |

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# Project Timeline

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| Milestone | Description | Due |
| **#1** | |  | | --- | | *Prototyping the game:*   * *Add player controls* * *Add beacon recharge* * *Add basic enemy* * *Add obstacles such as meteors* * *Add more enemies* * *Add collectible gears* | | |  | | --- | | *08/01* | |
| **#2** | |  | | --- | | * *Continue prototyping* | | |  | | --- | | *09/01* | |
| **#3** | |  | | --- | | *Adding textures to all of the objects:*   * *Player* * *Enemies* * *Beacons* * *Obstacles* * *Gears* | | |  | | --- | | *10/01* | |
| **#4** | |  | | --- | | * *Creating first level* * *Start to add UI* | | |  | | --- | | *11/01* | |
| **#5** | |  | | --- | | * *Finish adding UI* * *Add SFX and VFX* | | |  | | --- | | *12/01* | |
| **#6** | |  | | --- | | * *Polish and release the game* | | |  | | --- | | *13/01* | |

# Project Sketch

