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| Project Design Document | |  | | --- | | *29\04\2024*  Oleksenko Bogdan | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Player with a gun* | | in this   |  |  | | --- | --- | | *top Down 2D* | game | |
|  | where   |  | | --- | | *WASD* | | makes the player   |  | | --- | | *Move in 8 directions* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Zombies* | appear | | from   |  | | --- | | *Entered rooms* | |
|  | and the goal of the game is to   |  | | --- | | *Clear as much rooms as you can* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Player walking, player shooting, player/enemies getting damaged, reloading,* | | and particle effects   |  | | --- | | *Of shooting, player/enemies getting damaged* | |
|  | [*optional*] There will also be   |  | | --- | | *Animation for unlocking doors to a new rooms* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Harder rooms and enemies appear* | | making it   |  | | --- | | *harder for player to defeat them* | |
|  | [*optional*] There will also be   |  | | --- | | *Items that player can find in furniture - after clearing the room* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *HP* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *Enemies damage the player* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *???* | will appear | | | and the game will end when   |  | | --- | | *Player looses all HP* | |

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| 6 **Other Features** |  | |  | | --- | | *Player will clear rooms with enemies and find Items\loot that will help him progress further.*  *After clearing the room - door to the next room will appear. New rooms will be faded in fog, so player wont see - enemies and room layout. When entering new room, doors will close and open only after player kills all of the enemies in current room. Cleared rooms will disappear when discovering new rooms.*   * *In rooms will be furniture – that you can loot after killing all of the enemies. In furniture you can find items\consumables that will help progress further.* * *Every 5-9 rooms – boss will appear. After defeating the boss – door to the next level will appear (there will be new room layouts and new enemies).* * *After player’s death will appear his score that contains: enemies killed, rooms cleared, Hp healed.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **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