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| --- | --- | --- |
| Project Design Document | |  | | --- | | *03/04/2004*  Miro Vaassen  Ellis Koolman  Lasha Jansen  Joah Martijn | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | Bird | | in this   |  |  | | --- | --- | | side view | game | |
|  | where   |  | | --- | | w = up s = down | | makes the player   |  | | --- | | go up or down | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | pipes | appear | | from   |  | | --- | | Off screen | |
|  | and the goal of the game is to   |  | | --- | | Not die | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | N/a | | and particle effects   |  | | --- | | N/a | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | you will get points and the pipes go faster | | making it   |  | | --- | | Difficult | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | score | | will   |  | | --- | | increase | | whenever   |  | | --- | | you through a pipe | |
|  | At the start of the game, the title   |  |  | | --- | --- | | Tweeter | will appear | | | and the game will end when   |  | | --- | | when you die | |

|  |  |  |  |
| --- | --- | --- | --- |
| 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** | |  | | --- | | Make the bird move | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | Have 'levels' | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | Tally/score | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | graphics | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | Death screen | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | pause menu  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

