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| --- | --- | --- |
| Project Design Document | |  | | --- | | *07/02/2023*  Name | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | Rocket | | in this   |  |  | | --- | --- | | Side View | game | |
|  | where   |  | | --- | | Space | | makes the player   |  | | --- | | Move up | |

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| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | Planets | appear | | from   |  | | --- | | Right side of the screen | |
|  | and the goal of the game is to   |  | | --- | | Survive as long as possible | | |

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| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | Jump sound effect  Score up sound effect | | and particle effects   |  | | --- | | Jumping smoke effect  Death Explosion | |
|  | [*optional*] There will also be   |  | | --- | | - | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | Hoe meer punten je hebt hoe sneller de planeten gaan. | | making it   |  | | --- | | De game wordt moeilijker naarmate de tijd om het niet even makkelijk te houden | |
|  |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | Score | | will   |  | | --- | | Increase | | whenever   |  | | --- | | Score: The longer you survive | |
|  | At the start of the game, the title   |  |  | | --- | --- | | Company Name | will appear | | | and the game will end when   |  | | --- | | The Rocket is destroyed by the planets or ground | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | |  | |

# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Player is moveable* | | |  | | --- | | *02/11* | |
| **#2** | |  | | --- | | * *Planets spawn in and move to the player* | | |  | | --- | | *02/14* | |
| **#3** | |  | | --- | | * *Score adds up when surviving* | | |  | | --- | | *02/15* | |
| **#4** | |  | | --- | | * *Title screen shows company name and End Screen* | | |  | | --- | | *02/21* | |
| **#5** | |  | | --- | | * *Polish Game and Finish up* | | |  | | --- | | *02/22* | |
| **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