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| Project Design Document | |  | | --- | | **Student Group Name**  Félix-Alexandre Morneau-Carrier  William Nolan | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *human* | | in this   |  |  | | --- | --- | | *top Down / isometric* | game | |
|  | where   |  | | --- | | *wasd /arrow // mouse/click* | | makes the player   |  | | --- | | *Move the ground // attack* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemies* | appear | | from   |  | | --- | | *Spawners hidden in out of bounds territory* | |
|  | and the goal of the game is to   |  | | --- | | *Kill as many as possible* | | |

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| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *when attack, die* | | and particle effects   |  | | --- | | *Explosions* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More/Faster enemies will spawn* | | making it   |  | | --- | | *Overwhelming* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *Increase* | | whenever   |  | | --- | | *An enemy is killed* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *One hit K.O.* | will appear | | | and the game will end when   |  | | --- | | *The player died* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *The player will attack where the mouse Is after left click Is press* | |

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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