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| --- | --- | --- |
| Project Design Document | |  | | --- | | *04-04-2023*  Lars Bakker | |

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| --- | --- | --- | --- |
| Maze Escape | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Capsule (Player)* | | in this   |  |  | | --- | --- | | *First Person* | game | |
|  | where   |  | | --- | | *The Keyboard* | | makes the player   |  | | --- | | *Move around the maze* | |

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| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Traps and enemies (spikes activated by tripwire, wrecking balls)* | appear | | from   |  | | --- | | *Within the maze* | |
|  | and the goal of the game is to   |  | | --- | | *Find the flag post indicating the end of the level and do this the quickest as possible for as many points* | | |

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| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When you find the end, when you activate a trap and when you pick up hidden items* | | and particle effects   |  | | --- | | *When you die or reach the end* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music preferably creating more tension as your vision becomes less* | | |

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| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Your vision becomes less until you see nothing and reset, you die because of traps or until you find the end, this is done with a spotlight that will follow the player and will start to become less bright as time passes.* | | making it   |  | | --- | | *Have tension while you try to find the end with relief when you possibly do* | |
|  | [*optional*] There will also be   |  | | --- | | *Possible hidden items to find for bonus points* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | And the | | *Score* | | will   |  | | --- | | *Decrease* | |  | | *Increase* | | whenever   |  | | --- | | *Time goes by* | |  | | *You find hidden items* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Mazen* | will appear | | | and the game will end when   |  | | --- | | *You die or reach the end* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Camera Wobble when walking* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *Tester Level and General Asset Design* | | |  | | --- | | *10-04-2023* | |
| **#2** | |  | | --- | | *Player Setup (Camera, Camera Wobble, Walking, Jumping, Sprinting)* | | |  | | --- | | *13-04-2023* | |
| **#3** | |  | | --- | | *Trap Functionality and Endpoint Functionality* | | |  | | --- | | *17-04-2023* | |
| **#4** | |  | | --- | | *Score Countdown, Vision becoming less with time and Hidden Item Functionality* | | |  | | --- | | *20-04-2023* | |
| **#5** | |  | | --- | | *Sound Effects, Particle Effect and Background Music* | | |  | | --- | | *23-04-2023* | |
| **Backlog** | |  | | --- | | *Enemies that follow you, attack to kill enemies* | | |  | | --- | | *23-4-2023 / Only if excess time* | |

# Project Sketch

Finish

1250, 1225, 1200….

Points Countdown (same timer)

Vision becomes Less (timer)

Bonus Points (hidden Items)

+100

Traps

Maze

Player