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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 (pitfalls, 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* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 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 torches that keep the maze lit that gradually emit less light* | | 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