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| Project Design Document | |  | | --- | | *18/04/2020*  C. Brunel | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Astronaut* | | in this   |  |  | | --- | --- | | *First Person* | game | |
|  | where   |  | | --- | | *Gas jets* | | makes the player   |  | | --- | | *Moves the player in 6 directions (forward, back, left, right, up, down) and left and right rotations* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Space objects* | appear | | from   |  | | --- | | *area(s) of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *To reach a target on a space object* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Player breath, jet noise, collision sound*  *Crash sound. Victory music.* | | and particle effects   |  | | --- | | *Not needed* | |
|  | [*optional*] There will also be   |  | | --- | | *Panic breath, air and gas leaks. Background music?* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *description of gameplay mechanic,* | | making it   |  | | --- | | *effect of gameplay mechanic* | |
|  | [*optional*] There will also be   |  | | --- | | *Debris floating in space, potentially hitting the player* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Air tank*  *Gas tank* | | will   |  | | --- | | *decreases decreases* | | whenever   |  | | --- | | *with time*  *with jets use* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“no Gravity”* | will appear | | | and the game will end when   |  | | --- | | *Successful arrival at Target or Air ending or crash.* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *No gravity applied. Jets apply force, then the player moves at constant speed.* | |

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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

Speeds

Gas Gauge

Air Gauge

Radar

Target

Une image contenant assis, table, parking, couvert

Description générée automatiquement