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| Design Document | |  | | --- | | mm|dd|yyyy  **Name** | |

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| **1**  **App Info** |  | |  |  | | --- | --- | | Tentative Title: | Counting Prototypes | | |
|  | |  |  | | --- | --- | |  | Education & Training | | |  |  | | --- | --- | |  | Utilities & Reference | |
| |  |  | | --- | --- | |  | Social & Networking | | |  |  | | --- | --- | |  | Media & Entertainment | |
| |  |  | | --- | --- | |  | Productivity & Collaboration | | |  |  | | --- | --- | | **X** | Gaming | |
| |  |  | | --- | --- | |  | Art & Creativity | | |  |  | | --- | --- | |  | Other: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |
|  | |  |  | | --- | --- | | This App will be available on: | Web | | |

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| --- | --- | --- | --- |
| **2**  **Pitch** |  | In this app, users will:   |  | | --- | | Try to catch as many falling objects before they die | |
|  | The target audience / personas for this app include:   |  | | --- | | * Everyone | |

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| **3**  **Concept Sketch & Inspiration** |  |  |

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| **4**  **Features** |  | |  |  |  | | --- | --- | --- | | When the user: | | The result is: | | Falling objects | , | If picked up score will increase, if they hit the ground, hp will decrease | | Plays the game | , | The objects will fall and spawn faster overtime | | Have 0 hp | , | End Game | |  | , |  | |  | , |  | |

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| **5**  **Accessibility** |  | In order to make this app accessible to as many users as possible:   |  | | --- | | * It is a one-hand controlled game * No scarry elements | |

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| **6**  **Timeline** |  | |  |  |  | | --- | --- | --- | |  | Milestone | Date | | 1 |  |  | | 2 |  |  | | 3 |  |  | | 4 |  |  | | 5 |  |  | |

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| **7**  **Backlog features** |  | |  | | --- | |  | |