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| Project Design Document | |  | | --- | | *09/18/2020*  Cameron Bass | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Marble* | | in this   |  |  | | --- | --- | | *Third Person* | game | |
|  | where   |  | | --- | | *WASD, space* | | makes the player   |  | | --- | | *Move, Jump* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Power Ups, Gems, Obstacles* | appear | | from   |  | | --- | | *Area's on map* | |
|  | and the goal of the game is to   |  | | --- | | *Collect all Gems and reach the end without falling.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *On Gem/powerup pickup, Death, Start, Finish* | | and particle effects   |  | | --- | | *Sparkles on Gem/powerup Pickup, Confetti on finish* | |
|  | [*optional*] There will also be   |  | | --- | | *Spinning/Floating items?* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More obstacles, and maybe checkpoints* | | making it   |  | | --- | | *Harder but not annoying to play.* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Timer* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *Time increases?* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Marble Blast Gold Rip Off* | will appear | | | and the game will end when   |  | | --- | | *player reaches finish line with all collectables.* | |

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| 6 **Other Features** |  | |  | | --- | | *Pop up high score menu at the end with replay level button and return to main menu button.*  *Maybe a pause menu would be nice too but who knows.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Continue improving Player Controls, physics based, Fix Forever Jump* * *Create 2 New obstacles* | | |  | | --- | | *09/26* | |
| **#2** | |  | | --- | | * *Create basic floor tiles, ramps of 2 different slopes that can fit with another ramp or a flat tile.* * *Create 1 New Power Up* | | |  | | --- | | *10/03* | |
| **#3** | |  | | --- | | * *Create Finish Podium, when the player moves onto or above it in an area, they win.* * *Losing hit box below the level.* * *Send player to main menu on win, restart level on loss* | | |  | | --- | | *10/10* | |
| **#4** | |  | | --- | | * *Design level with Gems and Obstacles and maybe a powerup* * *On Screen text showing gems and Timer* * *Particle effects on gems/powerup pick up* | | |  | | --- | | *10/17* | |
| **#5** | |  | | --- | | * *Sound effects on pickups, start, finish, maybe on some obstacles* * *Main menu* | | |  | | --- | | *10/24* | |
| **Backlog** | |  | | --- | | * *Surfaces w/ differing levels of friction* * *High score Menu, Pause Menu* * *Signs with arrows showing where to go on confusing course(s)* * *Design more levels, suspended platforms, elevators* * *On Screen live pointers to distant gems. Then when player has all collectables, it points to the finish line.* | | |  | | --- | | *10/31* | |

# Project Sketch



