

# Project Design Document

10/08/2022  
cooler-SAI

## Project Concept

1

### Player Control

You control a

*Car*

in this

*3rd person view*

game

where

*Left and right buttons*

makes the player

*Collect Crates and parry from obstacles*

2

### Basic Gameplay

During the game,

*Crates and Obstacles*

appear

from

*The front on the road*

and the goal of the game is to

*Collect as much as possible Crates and dodge from Obstacles*

3

### Sound & Effects

There will be sound effects

*When get Crate*

and particle effects

*and crush an obstacle*

[optional] There will also be

*Music in the game*

4

### Gameplay Mechanics

As the game progresses,

*We collect Crates*

making it

*Get more scores*

[optional] There will also be

*Trying get more crates*

5

### User Interface

The

*Score and lives*

will

*increase/decrease*

whenever

*condition to change score and lives*

At the start of the game, the title

*Car on Road*

will appear

and the game will end when

*All 3 lives lost from obstacles*

6

### Other Features

*Will try set driver preview animated picture when get crates and crashes at the obstacles.*

# Project Timeline

Milestone	Description	Due
#1	- Add car moving and controls works	10/15
#2	- Add obstacles and road run	10/20
#3	- Add music and sounds effects	10/25
#4	- Set UI and set 3 difficulty options of the game	10/30
#5	- Test and set up Game	11/02
Backlog	- New release Game on	11/11

# Project Sketch