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| Project Design Document | |  | | --- | | **Kiwi Ninja**  Jean Sebastien  Étienne | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Tower placer* | | in this   |  |  | | --- | --- | | *top Down* | game | |
|  | where   |  | | --- | | *Mouse* | | makes the player   |  | | --- | | *place and upgrade towers* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Bloo- I mean boxes* | appear | | from   |  | | --- | | *The start of the track* | |
|  | and the goal of the game is to   |  | | --- | | *prevent the boxes from reaching the end of the track, wherein the player will lose hp* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Pop when a box Is popped* | | and particle effects   |  | | --- | | *Small puff when a box Is popped* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More sturdy boxes will appear* | | making it   |  | | --- | | *More difficult to stop them* | |
|  | [*optional*] There will also be   |  | | --- | | *Multiple towers to place for defence* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Currency/Lives* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *Box reaches the end/Box is popped* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Box TD 1* | will appear | | | and the game will end when   |  | | --- | | *NEVER (Or wave # reached)* | |

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| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Boxes travel along the track* | | |  | | --- | | *10/31* | |
| **#2** | |  | | --- | | * *Towers shoot the boxes* | | |  | | --- | | *11/7* | |
| **#3** | |  | | --- | | * *Boxes have more tiers* | | |  | | --- | | *11/14* | |
| **#4** | |  | | --- | | * *Towers have more tiers* | | |  | | --- | | *11/21* | |
| **#5** | |  | | --- | | * *Wave system* | | |  | | --- | | *11/28* | |
| **Backlog** | |  | | --- | | * *More maps* * *More towers* * *More upgrades* * *More fun* | | |  | | --- | | *12/12* | |

# Project Sketch