

Project Design Document

10/27/2022

Rishi

Project Concept

1

Player Control

You control a

Car

in this

Top Down

game

where

WASD/Arrow and Shift Keys

makes the player

Drive on the road

2

Basic Gameplay

During the game,

Other Vehicle, Animal and Pickups are

appear

from

*top of the screen (all),
left/right side of the screen (only
Animals)*

and the goal of the game is to

Drive as far as possible while avoiding the other vehicles and animals, in order to score high.

3

Sound & Effects

There will be sound effects

When,

- 1. A vehicle collides with a player, animal or other vehicle.*
- 2. Player reached high score*
- 3. Player picked the pick ups*
- 4. Game is over*

and particle effects

When,

- 1. A vehicle collides with a player, animal or other vehicle.*
- 2. Player picked the pickups*

[optional] There will also be

Background music

4

Gameplay Mechanics

As the game progresses,

Speed of other vehicles, animals and pickups will increase

making it

Difficult to avoid Other vehicles and Animals

[optional] There will also be

- 1. A health regaining pickups (heart) which increase the player's health*

5
User Interface

The
will
whenever

Score

health

Increase

decrease

Player drives the vehicle.

Player collides with animals and other vehicles.

At the start of the game, the title

Drive and Avoid

will appear

and the game will end when

The player health become zero

6
Other Features

Any other notes about the project that you don't feel were addressed in the above.

Project Timeline

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	<div>- Feature on backlog - not a part of the minimum viable product</div> <div>- Feature on backlog - not a part of the minimum viable product</div> <div>- Feature on backlog - not a part of the minimum viable product</div>	mm/dd

Project Sketch

