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| Project Design Document | |  | | --- | | Date: Student Name: Rose | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Spaceship* | | in this   |  |  | | --- | --- | | *side view* | game | |
|  | where   |  | | --- | | *A / left arrow key* | | *D / right arrow key* | | makes the player   |  | | --- | | *Move left* | | *Move right* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemies in the form of aliens* | appear | | from   |  | | --- | | *The top of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *the goal of the game is to survive all the rounds/waves of enemies* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *you'll hear an explosion sound when the player ship explodes on death and a shooting sound when the player shoots* | | and particle effects   |  | | --- | | *there will be particle effects resembling explosions when the player or the enemy dies* | |
|  | [*optional*] There will also be   |  | | --- | | *a description of any other expected special effects or animation in the project.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *As the game progresses, enemies may increase in number or health* | | making it   |  | | --- | | *making it more challenging for the player to survive each wave* | |
|  | [*optional*] There will also be   |  | | --- | | *Power-ups could also appear, providing temporary advantages such as increased firepower or shields and a leveling system for the player to choose to either spec in power, speed, armor, or a balance, providing the ability to create build and giving more replayability.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *score* | | *lives* | | will   |  | | --- | | *increase* | | *decrease* | | whenever   |  | | --- | | *the score will increase when the player defeats enemies* | | *lives will decrease when the player is hit by either a projectile of an enemy or by an enemy directly* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Galactic Blitz* | will appear | | | and the game will end when   |  | | --- | | *the player loses all lives or completes all waves* | |

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| --- | --- | --- | --- |
| 6 **Target audience & genre** |  | |  | | --- | | *The target audience for Galactic Blitz is primarily gamers who enjoy action-packed arcade-style games. The game falls under the genre of shoot 'em up or arcade shooter, appealing to players who enjoy fast-paced gameplay and challenging enemy encounters.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Basic Player Control Implemented* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Enemy Spawning and Basic Gameplay* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *User Interface* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Sound Effects and Particle Effects* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Advanced Gameplay Mechanics and Game Completion* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature: Power-ups for temporary advantages* * *Feature: Leveling system for player specialization* * *Feature: Additional enemy types and behaviors* | | |  | | --- | | *mm/dd* | |

# Project Sketch