| Project Design Document | | *19/11/2024*  *Adventure Platformer* | | --- | |
| --- | --- | --- |

| Project Concept | | | |
| --- | --- | --- | --- |
| 1 **Player Control** |  | You control a   | *Character* | | --- | | in this   | *Side view* | game | | --- | --- | |
|  | where   | *Directional buttons + spacebar* | | --- | | makes the player   | *move left and right + Jump* | | --- | |

| 2 **Basic**  **Gameplay** |  | During the game,   | *enemies* | appear | | --- | --- | | from   | *Set locations on screen* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | and the goal of the game is to   | *Reach the finish line* | | --- | | |

| 3 **Sound**  **& Effects** |  | There will be sound effects   | *When player jumps* | | | --- | --- | | and particle effects   | *When player hits enemy, or when player falls of the map (dies)* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *Background music playing* | | | --- | --- | | |

| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   | *New enemies will spawn* | | | --- | --- | | making it   | *More difficult to adjust* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *description of any other gameplay mechanic(s) and their effect on the game.* | | | --- | --- | | |

| 5 **User**  **Interface** |  | The   | *lives* | | --- | | will   | *decrease* | | --- | | whenever   | *Player dies* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | At the start of the game, the title   | *Driftwood Forest* | will appear | | --- | --- | | | and the game will end when   | *All lives are lost, or player reaches the goal* | | | --- | --- | |

| 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** | | * *Map Structure added* | | --- | | | *27/11* | | --- | |
| **#2** | | * *PlayerController added* | | --- | | | *4/12* | | --- | |
| **#3** | | * *Running/ Jumping animations added + spawnManager* | | --- | | | *11/12* | | --- | |
| **#4** | | * *Canvas Added for reaching endgame* | | --- | | | *18/12* | | --- | |
| **#5** | | * *Canvas Added for startGame* | | --- | | | *25/12* | | --- | |
| **Backlog** | | * *Adding extra levels* * *Adding Difficulty levels with lower amounts of Health* * *Adding options to choose between 2 different heroes + Added name* | | --- | | | *15/01* | | --- | |

# Project Sketch

