Project Design Document

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Project Concept

1

Player Control

You control a

Human

in this

First person

game

where

You explore

makes the player

Walk

2

Basic Gameplay

During the game,

-

appear

from

area(s) of the screen

and the goal of the game is to

Explore the world

3

Sound & Effects

There will be sound effects

Nature sounds, Wind, animal sounds

and particle effects

Fill this later

[*optional*] There will also be

description of any other expected special effects or animation in the project.

4

Gameplay Mechanics

As the game progresses,

You can collect items on the ground

making it

effect of gameplay mechanic

[*optional*] There will also be

description of any other gameplay mechanic(s) and their effect on the game.

5

User Interface

The

Probably no ui

will

whenever

condition to change score/lives/timer.

At the start of the game, the title

"Working title

will appear

and the game will end when

You decide to

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	*Have the ground and assets needed for the project ready.*	10/04
#2	*Shape the ground and start planning the routes where to go.*	20/04
#3	*Polish the ground shapes and start working on foliage.*	25/04
#4	*Add visual and sound effects to enhance the looks of the environment.*	30/04
#5	*Add needed collectables and do some visual cleaning if needed.*	04/05
Backlog	- *Has to have good looking environment* - *Has to have visual effects and sound effects.* - *Collectables optional.*	10/05

Project Sketch