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| Project Design Document | |  | | --- | | *02.06.2022*  Poleshchuk company | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Ball* | | in this   |  |  | | --- | --- | | *isometric, camera rotates with mouse* | game | |
|  | where   |  | | --- | | *WASD* | | makes the player   |  | | --- | | *Move in different directions, with some inertia* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Stones and some trash* | appear | | from   |  | | --- | | *Top of the screen, maybe from some pipes* | |
|  | and the goal of the game is to   |  | | --- | | *Slide from side to side on the rotating surface, dodging from stones and trash* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Music, sounds of stones and trash collides with surface, sound of sliding ball* | | and particle effects   |  | | --- | | *particles, when a trash flies out from pips, when collides with the surface* | |
|  | [*optional*] There will also be   |  | | --- | | *Maybe animation of water, of ice particles* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The surface rotates faster, more obstacles* | | making it   |  | | --- | | *it's harder for the player to survive* | |
|  | [*optional*] There will also be   |  | | --- | | *Water, Ice, some alive enemies* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Time* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *player alive and on the surface* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Working title* | will appear | | | and the game will end when   |  | | --- | | *Time runs out, or player dies, by falling out* | |

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| 6 **Other Features** |  | |  | | --- | | *The ball looks like the ball from "Balance", mechanic is similar, also mechanic is similar with "Fall Guys"* | |

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# Project Timeline

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| --- | --- | --- |
| 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** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# Project Sketch