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| Project Design Document | |  | | --- | | *05-17-2022*  Sam Mayer | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Player* | | in this   |  |  | | --- | --- | | *First person* | game | |
|  | where   |  | | --- | | *Wasd, shift, space, click* | | makes the player   |  | | --- | | *Move, run, jump, shoot* | |

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| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *targets* | appear | | from   |  | | --- | | *The ground and objects* | |
|  | and the goal of the game is to   |  | | --- | | *Shoot as many as possible as fast as possible* | | |

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| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Gun shots, walking. Running, jumping, target get hit* | | and particle effects   |  | | --- | | *Gun shots, targets getting hit* | |
|  | [*optional*] There will also be   |  | | --- | | *ambient sounds* | | |

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| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *New targets appear at bigger distances* | | making it   |  | | --- | | *Harder to hit them* | |
|  | [*optional*] There will also be   |  | | --- | | *Civilian targets* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Time / target hit* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *It takes longer / you shoot more targets* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Gun down the targets* | will appear | | | and the game will end when   |  | | --- | | *You reach the end of the track* | |

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| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Multiple levels / training level* | |

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Movement script* | | |  | | --- | | *05/18* | |
| **#2** | |  | | --- | | * *make gun shoot and be able to hit targets* | | |  | | --- | | *05/19* | |
| **#3** | |  | | --- | | * *Make prefabs / sounds / particles* | | |  | | --- | | *05/20* | |
| **#4** | |  | | --- | | * *give everything the correct sounds / particle effects* | | |  | | --- | | *05/23* | |
| **#5** | |  | | --- | | * *Make levels* | | |  | | --- | | *05/25* | |
| **Backlog** | |  | | --- | | * *Fix bugs* | | |  | | --- | | *05/26* | |

# Project Sketch

Graphical user interface, website

Description automatically generated