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| Project Design Document | |  | | --- | | *28/09/2022*  Aguayo Nuñez Sandra Nohelia | |

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| Project Concept Cookie’s Life | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Gingerbread man cookie* | | in this   |  |  | | --- | --- | | *Side view* | game | |
|  | where   |  | | --- | | *The arrow keys* | | makes the player   |  | | --- | | *Move vertically and horizontally in 1 space increments* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Obstacles such as little walls or blocks* | appear | | from   |  | | --- | | *In front the player* *while moving forward* | |
|  | and the goal of the game is to   |  | | --- | | *get the gingerbread man cookie to collect gummies on the way and reach the end of the finish line without having died by losing lives when colliding with the obstacles or falling off the cliff.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Every time the gingerbread man cookie is hit by an obstacle, die, jump, slide down, collect a gummy or reach the finish line.* | | and particle effects   |  | | --- | | *description of particle effects* | |
|  | [*optional*] There will also be   |  | | --- | | *Special items to collect on the way,* *and there may be some item collecting quests.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *gummies will appear on the way,* | | making it   |  | | --- | | *easier for the player to collect them and get points.* | |
|  | [*optional*] There will also be   |  | | --- | | *Special Items that give extra points* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Score / Lives* | | will   |  | | --- | | *Increase / Decreases* | | whenever   |  | | --- | | *The gingerbread man collects gummies / The gingerbread man get hit by an obstacle* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Cookie's life" press to start the game* | will appear | | | and the game will end when   |  | | --- | | *The player reaches the finish line.* | |

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| 6 **Other Features** |  | |  | | --- | | *there will probably be several levels in which the scenarios, obstacles and objects are different. (optional)* | |

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# Project Timeline

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| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Initial design of the stage, character, obstacles and items.* | | |  | | --- | | *10/14* | |
| **#2** | |  | | --- | | * *The player can move forward, backward, slide down and jump.* | | |  | | --- | | *10/21* | |
| **#3** | |  | | --- | | * *When the player is hit with an obstacle his life is reduced, reaching 0 life he dies and the game is over.* | | |  | | --- | | *10/28* | |
| **#4** | |  | | --- | | * *player can collect gummies to score points, special items add extra points.* | | |  | | --- | | *11/11* | |
| **#5** | |  | | --- | | * *Show the menu screen that pressing "Start" starts the game.* | | |  | | --- | | *11/18* | |
| **Backlog** | |  | | --- | | * *The player will be able to start the game by pressing "start".* * *The player can move forward, backward, slide down and jump over obstacles.* * *The player will be able to collect gummies to score points, special items add additional points.* * *The player will die (game over) if they lose all lives.* | | |  | | --- | | *12/02* | |

# Project Sketch



