

# Project Design Document

17/09/2022  
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## Project Concept

1

### Player Control

You control a

*fox*

in this

*Side-Scroller View*

game

where

*Space*

*arrows*

makes the player

*attack*

*Move through the scenario*

2

### Basic Gameplay

During the game,

*cupcakes*

appear

from

*right*

and the goal of the game is to

*That cupcakes don't touch you because they are poison, get the best score and don't lose your lives.*

3

### Sound & Effects

There will be sound effects

*Sound of the attack with a sword, stress sounds from our hero, sound of the walk and zombie sounds that come from the cupcakes*

and particle effects

*Sound of the nature*

[optional] There will also be

*Sound of dead*

4

### Gameplay Mechanics

As the game progresses,

*Walk or run in the scenario and avoid the enemies*

making it

*Attacking or Jumping the enemies*

[optional] There will also be

*The enemies will appear in random moments.*

5

### User Interface

The

*Score*

will

*increase*

whenever

*Destroy enemies and progress the scenario.*

At the start of the game, the title

*"Sweet Hero"*

will appear

and the game will end when

*You've been poisoned by an enemy.*

## 6

Other  
Features

*It will be a simple game, the scenario will be moving so you as a player can stand and do nothing because you will fail. Add different levels with different scenarios and enemies doing other things.*

## Project Timeline

Milestone	Description	Due
#1	- Project Design Document	17/09
#2	- Work in the first level of the game with basic shapes, and an empty space	27/09
#3	- Update Project Design Document	30/09
#4	- Functional feature(s) by milestone #4	mm/dd
#5	- Functional feature(s) by milestone #5	mm/dd
Backlog	<ul style="list-style-type: none"><li>- Feature on backlog - not a part of the minimum viable product</li><li>- Feature on backlog - not a part of the minimum viable product</li><li>- Feature on backlog - not a part of the minimum viable product</li></ul>	mm/dd

# Project Sketch



SCORE 0000010  
LEVEL 0

La pantalla se desplazará sola,  
si el jugador sale de esta el juego  
termina



Enemigos van de derecha a izquierda



Jugador puede atacar o saltar

Enemigos aparecen de manera aleatoria

