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

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

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

5

User Interface

The

score

will

increase

whenever

Destroy enemies and progress the scenario.

At the start of the game, the title

"No pedí permiso"

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.

Project Timeline

Milestone	Description	Due
#1	- Project Design Document	17/09
#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