Project Design Document

17/09/2022 Sebastian Eduardo Ramirez Bocanegra

Project Concept

1	You control a	i	in this			
Player	fox		Side-Scroller View		game	
Control	where Space	makes attack		s the player		
	arrows		Move through the scenario			
2	During the game, from					
Basic Gameplay	cupcakes		appear	ar 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 [optional] There will also be Sound of dead					
4	As the game progresses,			making it		
4 Gameplay Mechanics	Walk or run in the so		Attacking or Jumping the enemies			
	[optional] There will also be The enemies will appear in random moments.					
E	The	will	wher	never		
5 User Interface	Score	increase		Destroy enemies and progress the scenario.		
	At the start of the g	and t	and the game will end when			
	"Sweet Hero"	will appe	ar You	've been poisoned k	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	 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





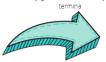




SCORE LEVEL

0000010





Enemigos van de derecha a izquierda





Jugador puede atacar o saltar

Enemigos aparecen de manera aleatoria



