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| Project Design Document | |  | | --- | | *04/07/2021*  Serferaaz Sheikh Alibaks | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *paddle* | | in this   |  |  | | --- | --- | | *Side view* | game | |
|  | where   |  | | --- | | *Arrow keys* | | makes the player   |  | | --- | | *Move sideways* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *bricks* | appear | | from   |  | | --- | | *The top/middle of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Break all the bricks* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When the ball hits the paddle or bricks* | | and particle effects   |  | | --- | | *Destroy effects* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The ball will get faster* | | making it   |  | | --- | | *Harder to catch and bounce the ball* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *A brick gets destroyed* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Best Education* | will appear | | | and the game will end when   |  | | --- | | *The paddle misses the ball or when all the bricks are destroyed.* | |

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| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *Paddle(playermovement), the ball and the bricks* | | |  | | --- | | *04/08* | |
| **#2** | |  | | --- | | *Scores, lives and ending the level/game* | | |  | | --- | | *04/10* | |
| **#3** | |  | | --- | | *Making powerups and special bricks* | | |  | | --- | | *04/13* | |
| **#4** | |  | | --- | | *Loading Levels, music and sounds* | | |  | | --- | | *04/16* | |
| **#5** | |  | | --- | | *Highscore and startmenu* | | |  | | --- | | *04/20* | |
| **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* | |