Project Design Document

9/12/2021

Project Concept

1

Player Control

You control a

whisp

in this

3d world

game

where

arrows

makes the player

move in a 3d space

2

Basic Gameplay

During the game,

enemies

appear

from

anywhere

and the goal of the game is to

complete the level while collecting items and finding the end

3

Sound & Effects

There will be sound effects

when the player moves, dies, wins

and particle effects

when something is destroyed

[*optional*] There will also be

background music

4

Gameplay Mechanics

As the game progresses,

more enemies and objectives

making it

more difficult

[*optional*] There will also be

traps in the map

5

User Interface

The

counter

will

increase

whenever

the player collects items

At the start of the game, the title

title

will appear

and the game will end when

when player dies or time runs out

6

Other Features

Project Timeline

Milestone	Description	Due
#1	basic movement	
#2	Enemy movement , collisions and loop	
#3	Scene/layouts	
#4	Logs to debug and bug fixing Corner cases	
#5	Menu seleciton, UI	
Backlog	Powerups randomness modifiers	

Project Sketch