

Project Design Document

Project Concept

1	<div>You control a</div> <div>frog</div>	<div>in this</div> <div>top down</div>	<div>game</div>
Player Control	<div>where</div> <div>arrows</div>	<div>makes the player</div> <div>move horizontal and vertically</div>	

2	<div>During the game,</div> <div>cars and boats</div>	<div>appear</div>	<div>from</div> <div>spawning zones</div>
Basic Gameplay	<div>and the goal of the game is to</div> <div>make the frog travel from top to down by avoiding cars / boats</div>		

3	<div>There will be sound effects</div> <div>every time the frog moves or destroys or is killed, make a sound</div>	<div>and particle effects</div> <div>once an object is destroyed</div>
Sound & Effects	<div>[optional] There will also be</div> <div>background music (if the frog is under water, make it sound like that)</div>	

4	<div>As the game progresses,</div> <div>more enemies on the screen</div>	<div>making it</div> <div>is more difficult to survive</div>
Gameplay Mechanics	<div>[optional] There will also be</div> <div>some invincible tanks on the screen</div>	

5	<div>The</div> <div>score</div>	<div>will</div> <div>increase</div>	<div>whenever</div> <div>the frogs kills one object</div>
User Interface	<div>At the start of the game, the title</div> <div>Kill Frog</div>	<div>will appear</div>	<div>and the game will end when</div> <div>time runs out / frog gets killed</div>

6	<div>There can be 3 spots where the frog can't be killed</div> <div>The enemies will be spawned more frequently as time goes by</div> <div>Power ups to make invincible, to double points</div>		
Other Features			

Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none">- Basic movement of the frog (up/down/left/right)- Frog = Cube	1/1
#2	<ul style="list-style-type: none">- Spawn cars (cubes) from left to right (3 lanes)- Collision and restart	15/1
#3	<ul style="list-style-type: none">- Scene with different layouts / distributions...- Replace cubes for prefabs- Cars can go l->r or r->l	1/2
#4	<ul style="list-style-type: none">- Logs to debug code and bug fixing- Corner cases	1/3
#5	<ul style="list-style-type: none">- Menu selection- Best records- Trophies	1/4
Backlog	<ul style="list-style-type: none">- Power ups- Random things on the screen- Multiplayer	1/9

Project Sketch

