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| Project Design Document | |  | | --- | | *03-14-2023*  Ze Jing | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Bord* | | in this   |  |  | | --- | --- | | *top Down 3D* | game | |
|  | where   |  | | --- | | *WASD/ joystick* | | makes the player   |  | | --- | | *Make the player rotate the board to roll the ball* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Ball* | appear | | from   |  | | --- | | *Start point* | |
|  | and the goal of the game is to   |  | | --- | | *Roll the ball to the end of the level, until you complete all levels* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When the ball rolls, the sound of the ball rubbing against the board. And the sound of the ball hitting the board. And the sound effect when winning.* | | and particle effects   |  | | --- | | *No* | |
|  | [*optional*] There will also be   |  | | --- | | *A skybox* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *There will be more holes on the board.* | | making it   |  | | --- | | *These holes can make the ball fall, and the point of these holes is to make the game more difficult* | |
|  | [*optional*] There will also be   |  | | --- | | *Some obstacles, will not kill the ball but can block the movement of the ball* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *timer* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *Time passes* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *BALLance* | will appear | | | and the game will end when   |  | | --- | | *The ball touch the end point at the final level* | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Game name: BALLance* | | *In de rechter benedenhoek van de menu-interface van de game staat een watermerk met de tekst "Deze game is gemaakt vanwege het examen van de cursus "Basis Programmeren van Games" van het ROC Almere door Ze Jing"* | | *The game has a menu from which you start the game. When you pass all the levels, you can reset the game by pressing the button.* | | *There is no score in the game. The score system of the game is through a timer. Players need to constantly improve their time to make the time to clear the game as short as possible.* | | *The game has a highest score system, and the fastest time for the player to clear the level will be displayed on it.* | |

# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Basic playercontrol* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Build board* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Other script (death...)* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Game UI* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Bug Fix* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |

# Project Sketch

