

Project Design Document

21/06/2021

Shahar

Project Concept

1

Player Control

You control a

Car

in this

Behind the back

game

where

The player holds down on the screen and swipe

makes the player

Move the car down the road

2

Basic Gameplay

During the game,

Obstacles and power ups

appear

from

The middle of the road

and the goal of the game is to

Reach to the end of the ramp

3

Sound & Effects

There will be sound effects

Car sounds, power ups and coins pickup, crash into obstacles

and particle effects

Power ups pickup, crash into obstacles

[optional] There will also be

Background music

4

Gameplay Mechanics

As the game progresses,

Will add more obstacles

making it

Harder for the player to complete the level

[optional] There will also be

Boost panels on the road

5

User Interface

The

Score

will

Increase

whenever

The player collect coins from the road

At the start of the game, the title

"Car Jump"

will appear

and the game will end when

*The player jumped from the ramp/
Crashed into an obstacle*

6

Other
Features

Settings screen

Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none">- Player controller and camera setup	01/07
#2	<ul style="list-style-type: none">- Coins and power ups UI- Coins and power ups pickup and display them in the UI	07/07
#3	<ul style="list-style-type: none">- Create roads and ramps (obstacles and pick ups on the road)	20/07
#4	<ul style="list-style-type: none">- Sounds and effects	01/08
#5	<ul style="list-style-type: none">- End game	10/08
Backlog	<ul style="list-style-type: none">- Store to buy cars.- Store to buy colors for the cars.- Ads (Interstitial and RV)- Background music	01/09

Project Sketch

