|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *mm/dd/yyyy*  Student Name | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Combine harvester* | | in this   |  |  | | --- | --- | | *Isometric* | game | |
|  | where   |  | | --- | | *Arrow keys* | | makes the player   |  | | --- | | *Steer the harvester across a wheat field* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Wheat blocks* | appear | | from   |  | | --- | | *Within the field* | |
|  | and the goal of the game is to   |  | | --- | | *Harvest all the wheat (before the time runs out if using timer)* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Engine noise* | | and particle effects   |  | | --- | | *Smoke from exhaust and dust from crop* | |
|  | [*optional*] There will also be   |  | | --- | | *Moos and baas from livestock in neighboring fields* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The harvester will harvest the blocks of wheat which will disappear as the blades come into contact* | | making it   |  | | --- | | *Disappear and advance the game. The harvester will fill up as indicated by a progress bar and need to be emptied into a tractor trailer periodically* | |
|  | [*optional*] There will also be   |  | | --- | | *Muddy patches outside the field that will slow the harvester down and vegetables that are hidden in the wheat that will give extra point or time* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | | The   |  | | --- | | *Time* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *The game begins* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Harvest Time* | will appear | | | | and the game will end when   |  | | --- | | *All the wheat is harvested or the time runs out* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Could have verbal warnings about time* | |

# MVP Details

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| --- | --- | --- | --- |
| **Essential Features** | |  | | --- | | *Player can move the vehicle, wheat disappears, time decreases.* | |  |
| **B- Level Features** | |  | | --- | | *Timer can be toggled off, tractor drives away , fill bar works* | |  |
| **A- Level Features** | |  | | --- | | *Muddy patches and vegetables give extra time or score* | |  |

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **Alpha** | |  | | --- | | * *Working player controls and functional wheat disappearing* | | |  | | --- | | *31/10* | |
| **Beta** | |  | | --- | | * *Timer functional, fill bar works* | | |  | | --- | | *28/11* | |
| **Submission** | |  | | --- | | * *tractor drives away after filling, timer can be toggled off* | | |  | | --- | | *12/12* | |
| **Backlog** | |  | | --- | | * *muddy patches* * *vegetables give extra time or score* | | |  | | --- | | *mm/dd* | |

# Project Sketch

A blue tractor with black wheels

Description automatically generated A blue tractor in a field

Description automatically generated

A drawing of a building

Description automatically generated