

Project Design Document

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Project Concept

1

Player Control

You control a

cat

in this

side view

game

where

arrow keys

makes the player

moves around on the screen in a house.

2

Basic Gameplay

During the game,

dogs and treats

appear

from

side of the screen

and the goal of the game is to

collect treats and avoid the dogs to reach the end.

3

Sound & Effects

There will be sound effects

when dog bites the cat

and particle effects

cat eats the treats.

[optional] There will also be

background music to add to the game.

4

Gameplay Mechanics

As the game progresses,

difficult routes and more dogs

making it

more difficult to stay alive.

[optional] There will also be

mouses running around, eating them gives cat extra life.

5

User Interface

The

score & lives

will

increase & decrease

whenever

cat eats the treats and dogs bites the cat.

At the start of the game, the title

Hungry Kitty

will appear

and the game will end when

when cat reaches the end or loses all of her lives.

6

Other Features

Restart the game and player can set the difficulty .

Project Timeline

Milestone	Description	Due
#1	- Project camera set up for primitive objects and all gameplay objects.	09/09
#2	- Player can move in all directions and cannot leave the map.	09/16
#3	- Final Positioning of dogs, treats and mice. - When player collides with dogs, they bounce back. - When player collects treats and mice, treats and mice disappear.	09/23
#4	- Health and Gameplay mechanics implemented.	09/30
#5	- Particle and sound effects implemented along with background music.	10/07
Backlog	- Powerup objects for the cat to become invisible. - Highscore board which allows you to input your initials and save scores	10/14

Project Sketch

