# 3D programming : Project Design document

**Student names**:

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| Siemen Slabbinck  Gurung Rabin  Herrera Santibanez Nicolas |

**Title application**:

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| Survive the consequences |

**Pitch**:

The goal for users is to: (*learn, play, experience, ..*)

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| Play, Experience |

This we be (*impactful, educational, memorable, fun, other,..*)

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| Good for raising awareness about the impact of climate change. |

**Basics**:

The application will take place in : (*describe your world*)

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| The game will take place in a fantasy world |

And the user will get around the scenes with: (*describe your movement and play possibilities (how to grab, shoot, …*)

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| The character can walk/run around the scene it can spray with mosquito spray, and has an electric bat, fire extinguisher. |

The user will be able to grab ( *+ reason why*):

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| * The user will be able to pick-up weapons to fight enemy’s and to help him escape. |

Describe you audio (*background sound, audio feedback when, 3D sound )*

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| Footsteps when you walk, weapon sounds when using weapon, water, fire, mosquito’s. |

Describe what you see and what you can do with your main menu:

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| Level selection and start button to start, Options, exit |

Other features you want to describe:

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**Sketch** (a basic sketch per scene):

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| Scene: Escape forest fire: |

**Timeline**:

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|  | Milestone | Date | Who |
| 1 | Player with movement | 16/12/2022 |  |
| 2 | Basic version scene | 23/12/2022 |  |
| 3 | Player weapons + attack | 30/12/2022 |  |
| 4 |  | 06/1/2022 |  |
| 5 |  | 25/01/2022 |  |