Project Design Document

Project Concept

Features

1	You control a		in this	n this		
Player Control	Dinosaur		Third person game		game	
	where		makes the player			
	keys		Control the dinosaur			
	During the game,			from		
2 Basic Gameplay			appear			
	and the goal of the game is to					
	Make the highest score possible					
3 Sound & Effects	There will be sound effects		and	and particle effects		
	When the dinosau obstacle and when			When the meteorites crash to the ground		
	[optional] There will also be					
	Background music					
	A		,			
4 Gameplay Mechanics	As the game progr			making it More difficult		
	[optional] There will also be Lives randomly appearing in the game					
	Είνες Γαπαστήτις αρ	ppearing in the gai	THE			
5 User Interface	The will		wher	whenever		
	lives	decrease	Obs	bstacles hit the dinosaur		
	At the start of the	game, the title	and t	and the game will end when		
	DinoRun	will appe	ear Live	s of the player are O.		
6						
Other	The game will have a main screen with a "Start Button" and the highest score achieved.					

Project Timeline

Milestone	Description	Due
#1	Basic movement and environment setup	09/20
#2	Obstacles and scoring system	09/21
#3	Lives system and game over condition	09/22
#4	Sound, particle effects and background music	09/23
#5	Main menu, restart functionality and game over screen	09/24
Backlog	 Power-up system More variations in obstacles Difficulty ramp-up mechanic 	09/25

Project Sketch

