

# Project Design Document

09/20/2024  
Name

## Project Concept

1

### Player Control

You control a  in this  game  
where  makes the player

2

### Basic Gameplay

During the game,  appear from   
and the goal of the game is to

3

### Sound & Effects

There will be sound effects  and particle effects   
[optional] There will also be

4

### Gameplay Mechanics

As the game progresses,  making it   
[optional] There will also be

5

### User Interface

The  will  whenever   
At the start of the game, the title  will appear and the game will end when

6

### Other Features

## 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	<ul style="list-style-type: none"><li>- Power-up system</li><li>- More variations in obstacles</li><li>- Difficulty ramp-up mechanic</li></ul>	09/25

