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| Project Design Document | |  | | --- | | 2/11/2022  Aaron James | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Cursor* | | in this   |  |  | | --- | --- | | *Top down/2D* | game | |
|  | where   |  | | --- | | *Clicking* | | makes the player   |  | | --- | | *Collect strawberries* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Strawberries* | appear | | from   |  | | --- | | *preset spawn locations* | |
|  | and the goal of the game is to   |  | | --- | | *Collect strawberries to reinvest them* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Pops when collecting and selling* | | and particle effects   |  | | --- | | *Leafy green particle effects* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Strawberries are turned into cash which are turned into ways to get more strawbs* | | making it   |  | | --- | | *Addicting/an idle game* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Strawbs/cash* | | will   |  | | --- | | *Increase and decrease* | | whenever   |  | | --- | | *As the user chooses to spend the resources* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Shoobes Strawbs* | will appear | | | and the game will end when   |  | | --- | | *The user has purchased all upgrade and got all achievements.* | |

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| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

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# Project Timeline

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| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Strawberries spawn dynamically in preset locations* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Users will be able to turn strawbs into cash* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Cash can be turned into additional upgrades like more strawbs per click or farmhands to collect, salespeople to sell the strawbs* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Dynamically scaling prices of upgrades based on gamestate and how many upgrades purchased previously, different upgrade tiers* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Achievements and in game milestones* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# Project Sketch