

# Project Design Document

8/2/23

Name:Aiden

## Project Concept

1

### Player Control

You control a

*Capsule*

in this

*First person parkour*

game

where

*The wsad and c, and space*

makes the player

*Move and crouch, and jump*

2

### Basic Gameplay

During the game,

*Different walls to climb*

appear

from

*area(s) of the screen*

and the goal of the game is to

*Make it to the end*

3

### Sound & Effects

There will be sound effects

*None*

and particle effects

*None*

[optional] There will also be

*description of any other expected special effects or animation in the project.*

4

### Gameplay Mechanics

As the game progresses,

*You can climb and crouch*

making it

*Easier to get into the tight spaces.*

[optional] There will also be

*description of any other gameplay mechanic(s) and their effect on the game.*

5

### User Interface

The

*Game*

will

*end*

whenever

*You die.*

At the start of the game, the title

*Parkour Mastermind*

will appear

and the game will end when

*When you reach the end*

6

### Other Features

*Any other notes about the project that you don't feel were addressed in the above.*

# Project Timeline

Milestone	Description	Due
#1	- Functional feature(s) by milestone #1	mm/dd
#2	- Functional feature(s) by milestone #2	mm/dd
#3	- Functional feature(s) by milestone #3	mm/dd
#4	- Functional feature(s) by milestone #4	mm/dd
#5	- Functional feature(s) by milestone #5	mm/dd
Backlog	<ul style="list-style-type: none"><li>- Feature on backlog - not a part of the minimum viable product</li><li>- Feature on backlog - not a part of the minimum viable product</li><li>- Feature on backlog - not a part of the minimum viable product</li></ul>	mm/dd

# Project Sketch

