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| --- | --- | --- |
| Project Design Document | |  | | --- | | *2023-01-03*  Svenlaa | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Fish* | | in this   |  |  | | --- | --- | | *Top Down / Endless Runner* | game | |
|  | where   |  | | --- | | *Arrow keys* | | makes the player   |  | | --- | | *Move the fish from side to side* | |

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| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Debris and food will* | appear | | from   |  | | --- | | *The top of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Avoid debris, while eating food* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Of the fish swimming, eating food, and hitting debris* | | and particle effects   |  | | --- | | *When the fish eats food, hits debris, and every once In a while* | |
|  | [*optional*] There will also be   |  | | --- | | *Powerups from the different food* | | |

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| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The amount and speed of debris increases* | | making it   |  | | --- | | *Harder to avoid* | |
|  | [*optional*] There will also be   |  | | --- | | *poisonous food you'll have to avoid* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Consumed food* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *A piece is eating* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Voracious Fish* | will appear | | | and the game will end when   |  | | --- | | *you hit the debris* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *The debris can might Include ocean trash (plastics), and predator fish* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Fish, including movement.* * *Camera, following the fish / stationary.* | | |  | | --- | | *01-04* | |
| **#2** | |  | | --- | | * *Spawn debris, disappear when out of view.* * *Spawn food, disappear when out of view.* * *Add death/score conditions, remove food once eaten (Only Console logs)* | | |  | | --- | | *01-06* | |
| **#3** | |  | | --- | | * *Replace basic objects with 3D models.* * *Add score for eating food.* * *Make a nice UI.* | | |  | | --- | | *01-08* | |
| **#4** | |  | | --- | | * *Add poisonous food* | | |  | | --- | | *01-10* | |
| **#5** | |  | | --- | | * *Add the title and game-over screens.* | | |  | | --- | | *01-12* | |
| **Backlog** | |  | | --- | | * *Add Sound Effects* * *Add Particle Effects* * *Add Animations* | | |  | | --- | | *01-15* | |

# Project Sketch

Scroll

Food

Debris