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| Project Design Document | |  | | --- | | *19/11/2019*  Talha Berk Kiymaz | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Player (dier)* | | in this   |  |  | | --- | --- | | *Topside down* | game | |
|  | where   |  | | --- | | *Arrow keys (wasd)* | | makes the player   |  | | --- | | *Moveable and collectable* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Coins* | appear | | from   |  | | --- | | *Anywhere* | |
|  | and the goal of the game is to   |  | | --- | | *Collect all coins* | | |

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| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Of obtained coins* | | and particle effects   |  | | --- | | *yellow some particle effects* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music that I can add to game.* | | |

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| --- | --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More and more enemies spawn over time* | | *Player gets faster over time* | | making it   |  | | --- | | *More difficult to stay alive.* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *Enemy hits the player or the player gets coin.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Runner* | will appear | | | and the game will end when   |  | | --- | | *The player hit an enemy.* | |

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| 6 **Other Features** |  | |  | | --- | | *We can restart the game.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Project / Camera set up with primitive objects for all gameplay objects.* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Player can move in all directions and cannot leave play area.* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Enemy randomly spawning from anywhere.* * *When player collects a coin, It Is destroyed.* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Primitive objects and background replaced real 3D assets* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Game over mechanic programmed and added to UI.* | | |  |  | | --- | --- | | *mm/dd* |  | |
| **#6** | |  | | --- | | * *Added to UI.* * *Game over title added.* * *Visual of UI is done and added to UI which is programmed for.* | | |  |  | | --- | --- | | *mm/dd* |  | |
| **#7** | |  | | --- | | * *Particle and sound effects implemented, including scrolling background.* | | |  |  | | --- | --- | | *mm/dd* |  | |
| **Backlog** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |

# Project Sketch

