|  |  |  |  |
| --- | --- | --- | --- |
| Project Design Document | |  | | --- | | *4/6/20*  Student Name  Keithen Hayenga | |  | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | Tempest ship | | in this   |  |  | | --- | --- | | *Tempest in a Teapot* | game | |
|  | where   |  | | --- | | *Looking around with VR controller* | | makes the player   |  | | --- | | *Flies the ship among an asteroid field of teapots.* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Teapots* | appear | | from   |  | | --- | | *In an asteroid field at the beginning of each level* | |
|  | and the goal of the game is to   |  | | --- | | *Destroy the teapots. As the teapots are hit, they will become lighter and lighter until they turn white and explode as a super nova. Hits on our ship will turn it darker until the entire scene goes black* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Digitized from Tempest game* | | and particle effects   |  | | --- | | *Possibly when teapots are destroyed* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Teapots will move smarter and fire more often* | | making it   |  | | --- | | *Harder to kill the teapots without dying* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | *score* | | will   |  | | --- | | *Increase* | | *Decrease* | | whenever   |  | | --- | | *When teapots are destroyed* | | *When shots are fired* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Teapots* | will appear | | | and the game will end when   |  | | --- | | *Either all ships or all teapots are gone* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *In next version of game we will fly down teapot spout to play Tempest game, for a tempest in a teapot* | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Import teapots from Asset store* | | |  | | --- | | *4/10/20* | |
| **#2** | |  | | --- | | * *Animate Tempest ship from Blender* | | |  | | --- | | *4/17/20* | |
| **#3** | |  | | --- | | * *Add fire shots to gameplay* | | |  | | --- | | *4/24/20* | |
| **#4** | |  | | --- | | * *Digitize sounds from Tempest arcade game* | | |  | | --- | | *5/1/20* | |
| **#5** | |  | | --- | | * *Finish with high score chart* | | |  | | --- | | *5/8/20* | |
| **Backlog** | |  | | --- | | * *Animate flying down teapot spout- not a part of the minimum viable product* * *Create Tempest creatures in Blender - not a part of the minimum viable product* * *Add Tempest arcade game play - not a part of the minimum viable product* | | |  | | --- | | *12/25/20* | |

# Project Sketch

