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| --- | --- | --- |
| **Project Design Document** | |  | | --- | | *3/6/2023*  Name | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | | *Space ship* | | in this   |  |  | | --- | --- | | *top Down / 2d shooter* | game | |
|  | where   |  | | --- | | *In space* | | makes the player   |  | | --- | | *It moves side to side* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *There are the asteroids powers ups and bullets* | appear | | from   |  | | --- | | *The top, bottom and sides of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *To survive for as long as possible* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **3** **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Background music hit effects bullet sounds* | | and particle effects   |  | | --- | | *Explosions from asteroids bullets* | |
|  | [*optional*] There will also be   |  | | --- | | *Power ups will change how the player works* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More asteroids more power ups and bigger asteroids* | | making it   |  | | --- | | *harder* | |
|  | [*optional*] There will also be   |  | | --- | | *Power ups can make you shoot faster or move faster* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **5** **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *Asteroid is destroyed.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Shmup (best game ever)* | will appear | | | and the game will end when   |  | | --- | | *Never it plays till you die* | |

|  |  |  |  |
| --- | --- | --- | --- |
| **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** | |  | | --- | | *Movement /enemies / attacks* | | |  | | --- | | *3/6* | |
| **#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** | |  | | --- | | * *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**

