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| Project Design Document | |  | | --- | | *25/10/2021*  Rene Dralle  B00138163 | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *warrior* | | in this   |  |  | | --- | --- | | *top-down view* | game | |
|  | where   |  | | --- | | *WASD*  *The mouse* | | makes the player   |  | | --- | | *Move on X and Y axis*  *Directs the players orientation.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  | | --- | | *The player slays unique boss monsters* | | from   |  | | --- | | *Different epochs of time* | |
|  | and the goal of the game is to   |  | | --- | | *Beat every boss with as high of a score as possible.* | | |

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| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Individual to the bosses and consistent with the players' weapon and move-sets.* | | and particle effects   |  | | --- | | *From attacks and collisions.* | |
|  | [*optional*] There will also be   |  | | --- | | *Basic animations as "tells" for the bosses move-sets,* | | |

|  |  |  |  |  |  |  |
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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *- The bosses tells will become more diverse* |  |  | | --- | | *- A story line will be told connecting the timelines with each other, making the progression more believable.* | | making it   |  | | --- | | *-harder to beat them, giving a rewarding feeling on success.* | |
|  | [*optional*] There will also be   |  | | --- | | *A point-system will be implemented, keeping track of damage-free streak and the speed of progression.*  *On fail the player will be given the opportunity to continue where they died, with incremental retry costs (i.e. 200pt, 500pt, 1000pt)* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *life (represented by hearts)* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *The player gets hit by enemies or projectiles* | |
|  | |  | | --- | | The  pointscore | | |  | | --- | | will increase | | |  | | --- | | whenever a boss gets damaged | |
|  | |  | | --- | | The multiplier | | |  | | --- | | will reset | | |  | | --- | | whenever the player gets hit | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Enemies of Aeons* | will appear | | | and the game will end when   |  | | --- | | *The last boss is defeated* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Maybe:*  *1) Throwing mechanic*  *2) Alternating weapon function*  *3) Difficulty Modifier (through acceleration)* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *Basic Player Movement and Mechanics* | | |  | | --- | | *06.11* | |
| **#2** | |  | | --- | | *Basic Boss Movement/Mechanics* | | |  | | --- | | *11.11* | |
| **#3** | |  | | --- | | *Arena Design and Physics(Collisions, Knockback, Hitboxes, Triggers)* | | |  | | --- | | *16.11* | |
| **#4** | |  | | --- | | *Scripting; Advanced Player Movement and Interaction; Transition* | | |  | | --- | | *21.11* | |
| **ALPHA - #5** | |  | | --- | | *HUD and splash-screens basic design; first tuning and score calculation* | | |  | | --- | | *23.11* | |
| **#6** | *GUI/Menu Basic/Scoreboard;* | *01/12* |
| **#7** | *Sound; Particles; Assets; Animations* | *06/12* |
| **FINAL - #8** | *Polishing(Menus, Interfaces, Timings, Tunings, Story Finalization)* | *12/12* |
| **Backlog** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |

# Project Sketch

