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

|  |  |  |  |
| --- | --- | --- | --- |
| 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.* | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 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.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 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,* | | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 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)* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 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** |  | |  | | --- | | *1) Throwing mechanic*  *2) Alternating weapon function*  *3) Difficulty Modifier (through acceleration)* | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Level Outlining* | | |  | | --- | | *mm/dd* | |
| **#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** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |

# Project Sketch

Wednesday: 10am OOAD

After a break we meet to brainstorm bosses and finish the milestones.

5 Bosses.