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| --- | --- | --- |
| Project Design Document | |  | | --- | | *12/01/2024*  Matej Cincibus | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Spaceship* | | in this   |  |  | | --- | --- | | *Top down* | game | |
|  | where   |  | | --- | | *WASD, Mouse and Spacebar* | | makes the player   |  | | --- | | *Move around, Look where they're pointing and shooting projectiles* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Asteroids* | appear | | from   |  | | --- | | *Every side of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Shoot down the most asteroids you can before being destroyed by the asteroids* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Shoot SFX, Asteroid Break SFX, Explosion SFX* | | and particle effects   |  | | --- | | *Asteroid Break VFX, Explosion VFX* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More asteroids will spawn* | | making it   |  | | --- | | *More difficult to avoid them* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *Increase* | | whenever   |  | | --- | | *An asteroid is hit* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Asteroid Survival* | will appear | | | and the game will end when   |  | | --- | | *The player is hit by an asteroid* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Game over text and restart ability.* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Player Mechanics (Movement, Rotation, Shooting)* | | |  | | --- | | *13/01* | |
| **#2** | |  | | --- | | * *Asteroid Appearing System (Over-time more and more will spawn)* | | |  | | --- | | *14/01* | |
| **#3** | |  | | --- | | * *Collisions (Player and Asteroid, Bullet and Asteroid)* | | |  | | --- | | *15/01* | |
| **#4** | |  | | --- | | * *UI (Menu + Play Button, Score Counter, Game Over + Restart [Button?])* | | |  | | --- | | *16/01* | |
| **#5** | |  | | --- | | * *FX (SFX + VFX)* | | |  | | --- | | *17/01* | |
| **Backlog** | |  | | --- | | * *Enemy Spaceship (Track and shoot at player)* | | |  | | --- | | *18/01* | |

# Project Sketch

A screenshot of a video game

Description automatically generated