youtube

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| Project Design Document | |  | | --- | | *27.01.2021*  Tuncay Alarcin | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *2D character (ball-like)* | | in this   |  |  | | --- | --- | | *Side view* | game | |
|  | where   |  | | --- | | *Arrow keys, WASD, space, mouse* | | makes the player   |  | | --- | | *Run faster, slide, jump, shoot* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Obstacles and enemies* | appear | | from   |  | | --- | | *The right* | |
|  | and the goal of the game is to   |  | | --- | | *Avoid as many obstacles and kill as many enemies* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Crashing Into objects, hitting enemies* | | and particle effects   |  | | --- | | *For running, sliding, shooting* | |
|  | [*optional*] There will also be   |  | | --- | | *hair effect, where player loses hair during actions* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The obstacles will appear faster and the enemies will become stronger, but the player will also* | | making it   |  | | --- | | *More difficult to react and shoot* | |
|  | [*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 with time and life will decrease per hit* | | will   |  | | --- | |  | | whenever   |  | | --- | |  | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Don't lose your hair* | will appear | | | and the game will end when   |  | | --- | | *The player has zero hearts* | |

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| 6 **Other Features** |  | |  | | --- | | *Special thing Is the loss of hair for jumping, and shooting. Will become visual and shown with a bar* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Implement basic player movement* * *Running to the right, jumping, sliding, dash (done for prototype)* | | |  | | --- | | *28.07/ 29.07* | |
| **#2** | |  | | --- | | * *Add obstacles and make player crash and die* | | |  | | --- | | *05.08* | |
| **#3** | |  | | --- | | * *Add enemies and player shooting* * *Enemies die on hit by player projectile* | | |  | | --- | | *06.08* | |
| **#4** | |  | | --- | | * *Obstacles that can be shot* | | |  | | --- | | *08.08* | |
| **#5** | |  | | --- | | * *Start menu, game over menu, options, UI in general* | | |  | | --- | | *13.08* | |
| **Backlog** | |  | | --- | | * *Add player hearts, player is stunned, if hearts > 0* * *Add sound effects, particle effects* * *Design more levels* | | |  | | --- | | *mm/dd* | |

# Project Sketch

See notebook!