Project Design Document

Project Concept

1

Player Control

You control a
> Fly swater

in this
> top/down

game

where
> Mouse movement

makes the player
> Swat a swatter at bugs

2

Basic Gameplay

During the game,
> bugs

appear

from
> All edges of screen

and the goal of the game is to
> Have the enemy count, countdown from 100 to 0, as you swat bugs

3

Sound & Effects

There will be sound effects
> Bugs buzzing, swatter swatting, and player screaming when hurt

and particle effects
> Exploding bugs

[*optional*] There will also be
> BGM?

4

Gameplay Mechanics

As the game progresses,
> More baddies appear and aggressive?

making it
> More difficult to survive

[*optional*] There will also be
> Occasional Health drops to keep the player in the game, and an end of stage boss

5

User Interface

The
> Lives and enemy counter

will
> Adjust accordingly

whenever
> Player kills a bug, collects health or loses health

At the start of the game, the title
> Bug off

will appear

and the game will end when
> Player loses all health,

6

Other

> Incorporate a pause feature and high score

Features	Mouse movement, pause screen

Project Timeline

Milestone	Description	Due
#1	- Stage set, camera position, and player object (fly swatter). - Have swatter move with mouse, activate on click	mm/dd
#2	- Make enemy object, have swatter destroy enemy with action button, on contact - Have enemies fly around randomly (or towards player))	mm/dd
#3	-Make enemy prefabs, and spawner - Have enemies spawn from random locations around the map - On contact, player loses health - When player loses 3 health, game over	mm/dd
#4	- Countdown enemies from 100 to 0 on each destroy - Display counter - End game at 0	mm/dd
#5	- Make interface modules - Start screen, with quit - Game over screen, with restart - Pause screen - Health and remaining enemy counter	mm/dd
Backlog	- Health drops at 50 remaining - Boss at 1 bug left - Different enemies with different attacks - Bug tracks player and tries to move towards the player	mm/dd

Project Sketch