| **Project Design Document** | | *12/21/2021*  Thiquid | | --- | |
| --- | --- | --- |

| **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 Features** |  | | *Incorporate a pause feature and high score*  *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**

