# Project Design Document

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## Project Concept

**1**

**Player Control**

You control a

Rocket

in this

top Down

game

where

left/right arrow keys

makes the player

Move left and right

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**2**

**Basic Gameplay**

During the game,

Objects and points

appear

from

Top to bottom

and the goal of the game is to

Avoid obstacles and hit the points + bonus effects

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**3**

**Sound & Effects**

There will be sound effects

Explosion, bonussound, rewarding point sounds

and particle effects

Explosions and rewarding effects when points or bonuses

[*optional*] There will also be

Background music

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**4**

**Gameplay Mechanics**

As the game progresses,

It gets harder but with the difficulty the points you get increases exponentially

making it

[*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/lives

will

increase/decrease

whenever

Hits obstacle or keeps alive

At the start of the game, the title

Obstacle avoider

will appear

and the game will end when

All lives are up

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**6**

**Other**

Any other notes about the project that you don't feel were addressed in the above.

| Features | |
|----------|----------------|

# Project Timeline

| Milestone | Description | Due |
|-----------|-------------|-----|
| **#1** | - *Position Camera* | *mm/dd* |
| **#2** | - *Move player around* | *mm/dd* |
| **#3** | - *Make obstacles/points come from top to bottom infinitely* | *mm/dd* |
| **#4** | - *Configure score and difficulty* | *mm/dd* |
| **#5** | - *Make it look nice* | *mm/dd* |
| **Backlog** | - *Feature on backlog - not a part of the minimum viable product*<br>- *Feature on backlog - not a part of the minimum viable product*<br>- *Feature on backlog - not a part of the minimum viable product* | *mm/dd* |

# Project Sketch