

Project Design Document

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Project Concept

1 Player Control	You control a <input type="text" value="Rocket"/> in this <input type="text" value="top Down"/> <input type="text" value="game"/>		
	where <input type="text" value="left/right arrow keys"/> makes the player <input type="text" value="Move left and right"/>		
2 Basic Gameplay	During the game, <input type="text" value="Objects and points"/> appear from <input type="text" value="Top to bottom"/>		
	and the goal of the game is to <input type="text" value="Avoid obstacles and hit the points + bonus effects"/>		
3 Sound & Effects	There will be sound effects <input type="text" value="Explosion, bonussound, rewarding point sounds"/> and particle effects <input type="text" value="Explosions and rewarding effects when points or bonuses"/>		
	[optional] There will also be <input type="text" value="Background music"/>		
4 Gameplay Mechanics	As the game progresses, <input type="text" value="It gets harder but with the difficulty the points you get increases exponentially"/> making it <input type="text"/>		
	[optional] There will also be <input type="text" value="description of any other gameplay mechanic(s) and their effect on the game."/>		
5 User Interface	The <input type="text" value="score/lives"/> will <input type="text" value="increase/decrease"/> whenever <input type="text" value="Hits obstacle or keeps alive"/>		
	At the start of the game, the title <input type="text" value="Obstacle avoider"/> will appear and the game will end when <input type="text" value="All lives are up"/>		
6 Other	<input type="text" value="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	<ul style="list-style-type: none">- Feature on backlog - not a part of the minimum viable product- Feature on backlog - not a part of the minimum viable product- Feature on backlog - not a part of the minimum viable product	mm/dd

Project Sketch

