Project Design Document

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Project Concept

| 1 Player | You control a in thi | | | S | | |
|-------------------------|--|--|--|---|------|--|
| | Rocket | top | top Down | | game | |
| Control | where | make | makes the player | | | |
| | left/right arrow keys | Mov | Move left and right | | | |
| | | | | | | |
| 2 Basic Gameplay | During the game, | | | from | | |
| | Objects and points | ар | pear | Top to bottom | | |
| | and the goal of the game is to | | | | | |
| | Avoid obstacles and hit the points + bonus effects | | | | | |
| | | | | | | |
| 3 Sound & Effects | There will be sound eff | and particle effects | | | | |
| | Explosion, bonussound, rewarding point sounds | | | Explosions and rewarding effects when points or bonuses | | |
| | [optional] There will also be | | | | | |
| | Background music | | | | | |
| | | | | | | |
| 4 | As the game progresse | S, | maki | ing it | | |
| Gameplay | It gets harder but with the difficulty the points you get increases exponentially | | | | | |
| Mechanics | | | | | | |
| | [optional] There will also be | | | | | |
| | description of any other gameplay mechanic(s) and their effect on the game. | | | | | |
| | The will | | when | ever | | |
| 5 User Interface | | increase/decrease | | Hits obstacle or keeps alive | | |
| | | | | | | |
| | At the start of the game, the title | | and the game will end when All lives are up | | | |
| | Obstacle avoider | will appear | All li | res are up | | |
| | | | | | | |
| 6 | Any other notes about | Any other notes about the project that you don't feel were addressed in the above. | | | | |
| Other | Any other notes about the project that you don't reet 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 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



