

# Project Design Document

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Thom Veldpaus

## Project Concept

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### Player Control

You control a

*Rocket*

in this

*top Down*

game

where

*left/right arrow keys*

makes the player

*Move left and right*

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*

3

### Sound & Effects

There will be sound effects

*Explosion, bonus sound, rewarding point sounds*

and particle effects

*Explosions and rewarding effects when points or bonuses*

[optional] There will also be

*description of any other expected special effects or animation in the project.*

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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### 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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### 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	<ul style="list-style-type: none"><li>- Feature on backlog - not a part of the minimum viable product</li><li>- Feature on backlog - not a part of the minimum viable product</li><li>- Feature on backlog - not a part of the minimum viable product</li></ul>	mm/dd

**Project Sketch**

