

Project Design Document

2/1/2022
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Project Concept

1

Player Control

You control a

Snowboarder

in this

3D Snowboard

game

where

*- ad
- space*

makes the player

*- turns
- makes player jump*

2

Basic Gameplay

During the game,

Ramps and obstacles

appear

from

Random

and the goal of the game is to

Stay alive long as possible while avoiding obstacles

3

Sound & Effects

There will be sound effects

Crashing sound

and particle effects

Crashing particle effect

[optional] There will also be

Background music

4

Gameplay Mechanics

As the game progresses,

More obstacles and ramps appear

making it

Making the game more difficult and harder

[optional] There will also be

5

User Interface

The

Points

will

increase

whenever

*When player goes from ramp it gives bonus points
Longer player stays alive*

At the start of the game, the title

Cinderella Mountains

will appear

and the game will end when

Player Crashes/dies

Best score || world rotates around

Project Timeline

| Milestone | Description | Due |
|-----------|---|------|
| #1 | – PDD ja PDD tiedoston liite repoon | 17/2 |
| #2 | – Perusliike/ohjaus, maailman luonti | 3/2 |
| #3 | <ul style="list-style-type: none"> – Mapin muotoilu siten, että sitä voi käyttää testissä – Objektien ja ramppien lisäys – Crashing | 3/15 |
| #4 | <ul style="list-style-type: none"> – Mapin viimeistely kuten lunta – Animaatiot – Pisteytys – Paranneltu liike – Ääniä | 4/8 |
| #5 | – Peli valmis | 4/28 |
| Backlog | <ul style="list-style-type: none"> – Paranna koodin ulkonäköä/toiminnallisuutta, visuaalisuuksia joihin on aikaa. Main menu ja restart nappi, trailer | |

Project Sketch

