

Project Design Document

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Project Concept

1

Player Control

You control a

Human

in this

*Top Down
"Maybe First Person"*

game

where

*-WASD(Arrow keys)
-Shift
-Mouse buttons, Mouse
-C
-Numbers 1-9 or mouse scroll*

makes the player

*-Move in all directions
-Dodge
-Attack, Look around
-Opens Crafting
-Selects item in inventory*

2

Basic Gameplay

During the game,

*-Enemies
-Objects*

appear

from

- Everywhere in the world

and the goal of the game is to

Survive as long as you can

3

Sound & Effects

There will be sound effects

*-Running
-Campfire
-Enemies
-Combat*

and particle effects

*-Campfire
-Enemy
-Combat*

[optional] There will also be

Running animations, hitting animations

4

Gameplay Mechanics

As the game progresses,

Less Objects and more enemies appear

making it

Harder to stay alive

[optional] There will also be

*-Crafting and placing objects
-Campfire needs wood to warm the player
-Inventory
-Survival needs hunger, warmth
-Combat Dodge and Attack*

5 User Interface	The	will	whenever
	<i>score</i>	<i>increase</i>	<i>Every minute player is alive</i>
6 Other Features	At the start of the game, the title		and the game will end when
	<i>Survive!</i>	<i>will appear</i>	<i>Player health goes to 0</i>
	-Player gets slower and takes damage when it's cold to make it harder to dodge or to attack -Hunger makes player tired not being able to dodge and slow attack and player takes damage -Attacks/Dodges consume Hunger -Day/Night cycle -Random placement of Resources in the world -Durability on tools -Trees And Rocks things -Enemy health bars -Skills -Enemies Break player placed objects		

Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none"> – Create world – Find Assets to use 	15/02
#2	<ul style="list-style-type: none"> – Player Controller – Enemy Spawner – Enemy Health – Day/Night Cycle 	30/02
#3	<ul style="list-style-type: none"> – Campfire – Inventory – Refuel Campfire – Random generation of Resources – Score Count 	15/03

#4	<ul style="list-style-type: none"> – Crafting – Survival needs(Hunger, Health, Warmth) – Sound effects – Player ability Place Crafted Objects 	30/03
#5	<ul style="list-style-type: none"> – Enemy AI – Combat – Particle System – Functional Game Done 	28/04
Backlog	<ul style="list-style-type: none"> – Menu – Bosses – Tools – Durability – Skills – Trees, Rocks and others like that 	--/--

Project Sketch

