Project Design Document

Project Concept

1

Player Control

You control a

Ninja

in this

sideView

game

where

A, D, Space and Mouse1

makes the player

run Horizontally and by pressing Space, it makes the character jump.

When clicking Mouse1 it shoots.

2

Basic Gameplay

During the game,

enemies, blocks, traps and items (like heals or other special abilities)

appear

from

Mostly the top/right of your screen as you travel the map.

Traps will be prebuild, so you can learn the pattern to get good score and time.

and the goal of the game is to

Gain score by traveling the map and killing enemies.
There is a timer, so you can try to speed run the map and get better time and score each time.

3

Sound & Effects

There will be sound effects

when you jump, run, die, collect Items, touch specific blocks/platforms, and do other mechanics like shooting.

There will be background music too, and timer ticking sound.

and particle effects

when you kill enemy or collect items.

[*optional*] There will also be

- Water animation below blocks and player if have time.

4	As the game progresses,		making it
Gameplay Mechanics	*enemies spawn mostly from above, and if you touch them, it removes a specific amount of health from you. You can avoid enemies by shooting them.* *There will be traps around the map, and if you touch them, you die.* *You can collect heal-, and other items that give you special abilities.* *You will have a timer, score and lives on your screen which keeps you in track.*		*makes the game a lot harder, more enjoyable and competitive.*

[*optional*] There will also be

> *- Enemies also have different amounts of health.*

5	The	will	whenever
User Interface	*score/lives/timer*	*increase/decrease*	*you travel the map or kill enemies, it increases the score.* *If you touch the enemy, you lose a life, and if you fall to the water or traps, you lose all lives instantly.* *You can increase lives by collecting heals, etc.* *Timer will start decreasing as you start the game, if the timer ends, you lose.* *You can get more time in timer from specific special items.*

At the start of the game, the title | and the game will end when

"Cavern2D!"	will appear	*You've reached the end of the map or the timer ends, or when you've lost all your lives.* *Text "Game Over" will appear to the screen.*

6 Other Features	- *Water below the blocks, if you fall you die.* - *Player and the enemies will have cool sprite sheet animations.*

Project Timeline

Milestone	Description	Due
#1	- *Project design doc/ Project plan*	*3.2*
#2	- *Player movement, Camera Setup and small game field.*	*10.2*
#3	- *shooting* - *items* - *enemies* - *game field* - *score, timer and lives*	*10.3*
#4	- *Animations* - *Particles* - *Overall making the game look good and playable.* - *Sound effects*	*24.3*
#5	- *MVP and presentation is ready*	*7.4*
Backlog	- *Water animation below the blocks and player.* - *Cool menu*	

Project Sketch

Enemies coming from above

Enemies coming from above

Heal or special ability

Blocks to move at

Player (Ninja)

Map is moving forwards and upwards

TRAPS

Blocks to move at

Water under blocks
- if you hit the water u die

TIMER: 00,0S

LIVES: ♥ ♥ ♥

SCORE: 0000