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| Project Design Document | |  | | --- | | *2/6/2021*  Lars de Jong | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Human* | | in this   |  |  | | --- | --- | | *First person* | game | |
|  | where   |  | | --- | | *WASD / Mouse* | | makes the player   |  | | --- | | *move / look.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Obstacles* | appear | | from   |  | | --- | | *All over the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Jump on and over these obstacles to reach the end of the level* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When you jump and finish the level* | | and particle effects   |  | | --- | | *Appear when you jump and reach the end of the level* | |
|  | [*optional*] There will also be   |  | | --- | | *(potentially) a grappling hook* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Obstacles get bigger and jumps get longer* | | making it   |  | | --- | | *Harder to reach the end* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *Decrease* | | whenever   |  | | --- | | *Time passes* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Jumpy man* | will appear | | | and the game will end when   |  | | --- | | *All levels are completed* | |

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| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Being able to look around* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Basic movement mechanics (jumping walking)* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *There is a level end that's reachable* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Levels are created to make it harder to reach that end* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *A scoring system is present based on time* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *A grappling hook with levels that use It* * *Cool music and particle effects* | | |  | | --- | | *mm/dd* | |

# Project Sketch