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| Project Design Document | |  | | --- | | *6/2/2021*  Tijs Ruigrok | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Raccoon* | | in this   |  |  | | --- | --- | | *top Down* | game | |
|  | where   |  | | --- | | *user input type* | | makes the player   |  | | --- | | *description of player movement.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Cars and other obstacles* | appear | | from   |  | | --- | | *The side of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Successfully make it to the other side of the map* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Cars honking, raccoon reacting, music* | | and particle effects   |  | | --- | | *player getting hit, water flowing* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *levels get harder, more cars and different kinds of cars will show up, also different kind of elements like crossing water* | | making it   |  | | --- | | *More difficult to get to the other side* | |
|  | [*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   |  | | --- | | *Lives* | | will   |  | | --- | | *Decrease* | | whenever   |  | | --- | | *The player gets hit* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Cross the highway* | will appear | | | and the game will end when   |  | | --- | | *The player finishes all levels* | |

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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** | |  | | --- | | * *Basic player mechanics (moving, can't move off edge)* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Enemy mechanics (moving cars, player losing HP/dying)* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Win the game and add score/timer* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Add models to player, enemies, and environment* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Create multiple playable levels* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# Project Sketch

