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| --- | --- | --- |
| Project Design Document | |  | | --- | | *02/17/2023*  Tokihana | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *human character* | | in this   |  |  | | --- | --- | | *Top Down* | game | |
|  | where   |  | | --- | | *Arrow key, z key, x key, shift key* | | makes the player   |  | | --- | | *Move, fire, boom, slow dowm* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Teams of youse enemies, and their bullet*  *Some burst item* | appear | | from   |  | | --- | | *The top of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Avoid to hit enemies, as well as their bullet*  *Collect items to get more score and fire burst* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When you or your enemies shoot*  *When you collect an item*  *When you were hit by an enemy or a bullet* | | and particle effects   |  | | --- | | *Explosion effect when you hit an enemy*  *Flicker when you were hit* | |
|  | [*optional*] There will also be   |  | | --- | | *A background music* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Spawn more enemies and more bullet* | | making it   |  | | --- | | *More difficult* | |
|  | [*optional*] There will also be   |  | | --- | | *A little boss which have a higher lives*  *A boom skill* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Score*  *Lives*  *Fire power* | | will   |  | | --- | | *Increase*  *Decrease*  *Increase/decrease* | | whenever   |  | | --- | | *hit an enemy or pickup an item*  *pickup a heart burst item*  *pick up power item/hit by enemy or bullet* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Start Game* | will appear | | | and the game will end when   |  | | --- | | *The player have no lives any more* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Restart Game or Back to Menu* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *完成背景布置和PlayerControl* | | |  | | --- | | *2/19* | |
| **#2** | |  | | --- | | * *完成Enemy Spawn功能，设计Basic Enemy Prefab* * *简单追踪弹的实现* | | |  | | --- | | *2/26* | |
| **#3** | |  | | --- | | * *射击音效，击破音效及被击音效* * *击破效果和被击效果* * *背景音* | | |  | | --- | | *3/03* | |
| **#4** | |  | | --- | | * *Pickup Item功能实现* * *Special Skill实现* | | |  | | --- | | *3/08* | |
| **#5** | |  | | --- | | * *UI系统：计分、残机与P槽* | | |  | | --- | | *3/13* | |
| **Backlog** | |  | | --- | | * *主界面与结算界面* * *最高成绩记录* * *其他敌人t* | | |  | | --- | | *3/18* | |

# Project Sketch

