|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *mm/dd/yyyy*  Student Name | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Person* | | in this   |  |  | | --- | --- | | *Top Down Action Survival* | game | |
|  | where   |  | | --- | | *Virtual Joystick and buttons* | | makes the player   |  | | --- | | *Move around, user item, mine, chop tree, gather grass or fruits, and other interaction with the environment* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Monster* | appear | | from   |  | | --- | | *Monster nest* | |
|  | and the goal of the game is to   |  | | --- | | *Survive as long as possible* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Of interaction with the environment, attack, being attacked, walking, monster sound* | | and particle effects   |  | | --- | | *Monster blood, environment on interaction* | |
|  | [*optional*] There will also be   |  | | --- | | *Day and night, rain, snow* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Monster become stronger* | | making it   |  |  | | --- | --- | | *harder to survive* |  | |
|  | [*optional*] There will also be   |  | | --- | | *Thunder storm, heavy rain, snow storm, tornado* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Time, Health, Hunger, Thirst,* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *Time passes, Interaction with environment* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Number of days, season* | will appear | | | and the game will end when   |  | | --- | | *All player are dead* | |

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| 6 **Other Features** |  | |  | | --- | | *Dead player can be revived using crafted item / statue in the map* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *player movement* | | |  | | --- | | *2 days* | |
| **#2** | |  | | --- | | * *passing time / change from day to night, weather based on season and its frequency* | | |  | | --- | | *7 days* | |
| **#3** | |  | | --- | | * *player actions & interaction with the environment* | | |  | | --- | | *4 days* | |
| **#4** | |  | | --- | | * *equipment and environment behavior* | | * *EXP system on equipment mastery* | | |  | | --- | | *5 days* | |
| **#5** | |  | | --- | | * *equipment statuses and object statuses* | | |  | | --- | | *12 days* | |
| **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