

Project Design Document

mm/dd/yyyy
Name

Project Concept

1 Player Control	You control a		in this	
	<i>Megaman</i>		<i>Side view</i>	game
	where		makes the player	
	<i>Hold Left / Right Arrow Keys</i>		<i>Move to Left or Right</i>	
	<i>Hold Up/ Down Arrow Keys</i>		<i>Move Up or Down when near by the stair</i>	
	<i>Press A key</i>		<i>Shoot Bullet</i>	
	<i>Press S key</i>		<i>Jump when on the ground</i>	
2 Basic Gameplay	During the game,		from	
	<i>Type of enemies</i>	appear	<i>area(s) of the screen</i>	
	and the goal of the game is to			
	<i>Defeat the boss</i>			
3 Sound & Effects	There will be sound effects		and particle effects	
	<i>Shoot Sound (Player and Enemies)</i> <i>Destroy Sound (Player and Enemies)</i> <i>Background Music</i>		<i>Destroy Effect (Player and Enemies)</i>	
	[optional] There will also be			
	<i>Player & Enemies Animation</i>			
4 Gameplay Mechanics	As the game progresses,		making it	
	<i>When player go to the specific area , the game will enable specific enemies in this area</i>		<i>More fun and more challenge</i>	
	[optional] There will also be			
	<i>Player will have new ability after defeat a boss</i>			
5 User Interface	The	will	whenever	
	<i>score</i>	<i>increase</i>	<i>Player defeat a enemies</i>	

	Player heath	decrease	Player collide with a enemy or bullet
	Boss heath	decrease	Get shot by player
	At the start of the game, the title		and the game will end when
	Megaman 1	will appear	Player Died Or Boss Died

6 Other Features	Add boss counter mechanism if possible
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Project Timeline

Milestone	Description	Due
#1	- Complete player movement and a enemy behavior	07/14
#2	- Complete all enemy behavior	07/20
#3	- Complete a tile map	07/22
#4	- Complete UI , Start UI and Game Over UI. Persistence Data	07/24
#5	- Finish the project by add all Animation, effects, background music	07/31
Backlog	<ul style="list-style-type: none"> - 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

Player health bar



Decrease when
player get attack or
collide with a enemy

Increase when player
collide with heal item (but
can't exceed max health)

Player Score

Will increase when player defeat a enemy,
the increase point in different each enemy

Your Text Here!

Boss health bar



Decrease when boss get
attack by player

Boss

Player has to defeat boss to
complete game and get new ability

Enemies

Has placed in a specific place
but has been set disable



Only enable when player go
to that place



Has a diffrent heath and behaviours. Be Destroy
when heath equal 0

Player



Try to move the boss's area and defeat the boss

Avoid collide with enemies and get attacked by enemies

