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| Project Design Document | |  | | --- | | *29/09/2022*  Gabriela Rosas Castillo | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Alien* | | in this   |  |  | | --- | --- | | *Desplazamiento lateral.* | game | |
|  | where   |  | | --- | | *En la calle* | | makes the player   |  | | --- | | *Moverse por el escenario.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Carritos y personas.* | appear | | from   |  | | --- | | *De frente* | |
|  | and the goal of the game is to   |  | | --- | | *Que las personas y los carros no te toquen porque te pueden matar.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *El sonido de los carros, el sonido de las personas corriendo y el sonido cuando maten al Alien.* | | and particle effects   |  | | --- | | *Sonido de una ciudad* | |
|  | [*optional*] There will also be   |  | | --- | | *Cuando el Alien recoja algún ítem* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Camina o corre en el escenario y evita a los enemigos.* | | making it   |  | | --- | | *Atacar y esquivar a los enemigos* | |
|  | [*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   |  | | --- | | *Puntaje* | | will   |  | | --- | | *Incrementar* | | whenever   |  | | --- | | *Mate a los enemigos o los esquiva* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Es momento de huir"* | will appear | | | and the game will end when   |  | | --- | | *"Lo lamento, acabas de morir"* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Sera un juego simple donde el jugador no podrá detenerse, pero aumentará cada vez más la velocidad.* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Documentación del videojuego* | | |  | | --- | | *09/27* | |
| **#2** | |  | | --- | | * *Investigación de cómo implementar diferentes escenarios.* | | |  | | --- | | *09/29* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *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

