|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *09/30/2022*  Muñiz Amaro Isaac Gamaliel | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | Jugador | | in this   |  |  | | --- | --- | | Arriba hacia abajo izquierda y derecha | game | |
|  | where   |  | | --- | | Flechas y barra espaciadora | | makes the player   |  | | --- | | Varias Direcciones | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | Vagones y barras de cemento | appear | | from   |  | | --- | | En medio | |
|  | and the goal of the game is to   |  | | --- | | Evitar chocar Vagones y barras de cemento | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | Sonido al tiempo de brincar los obstaculos y cuando choque | | and particle effects   |  | | --- | | Al tempo de brincar | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | Conforme avance el jugador, salen más obstáculos. | | making it   |  | | --- | | Aumenta velocidad donde aparecen obstaculos | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | Vidas | | will   |  | | --- | | *Se agotan* | | whenever   |  | | --- | | *Cuando choca con obstaculos* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | A corer | will appear | | | and the game will end when   |  | | --- | | Se queda sin vidas | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | Diferentes skin del jugador | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | Crear todos los objetos que se usaran | | |  | | --- | | *10/15* | |
| **#2** | |  | | --- | | * *Crear plano de donde estaran los objetos* | | |  | | --- | | *10/30* | |
| **#3** | |  | | --- | | * Crear funcionalidad de correr el jugador * Crear funcionalidad de brincar obstaculos | | |  | | --- | | *11/15* | |
| **#4** | |  | | --- | | * *Posicionar objetos de obstaculos aleotariamente* | | |  | | --- | | *11/30* | |
| **#5** | |  | | --- | | * Progamar cuando choque con un obstaculo * Crear efecto de sonido * Revivir jugador si tiene vidas | | |  | | --- | | *12/15* | |
| **Backlog** | |  | | --- | | -Insertar objetos de monedas y vidas  -Elegir diferentes areas donde empieza el juego | | |  | | --- | | *12/30* | |

# Project Sketch

**Vidas**

**Obstáculos**

**Brincar**

