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| Project Design Document | |  | | --- | | *09/22/2022*  Miguel Arturo Rojas Hernández | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Ovni* | | in this   |  |  | | --- | --- | | *Arriba hacia abajo* | game | |
|  | where   |  | | --- | | *Flechas y barra espaciadora* | | makes the player   |  | | --- | | *Varias direcciones en la pantalla* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Aviones o animales* | appear | | from   |  | | --- | | *Parte superior de la pantalla* | |
|  | and the goal of the game is to   |  | | --- | | *Evita chocar con los helicópteros y matar vacas* | | |

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| 3 **Sound**  **& Effects** |  | *There will be sound effects*   |  | | --- | | *Sonido de los animales, de las vacas, y una musiva de fondo.* | | and particle effects   |  | | --- | | *Girar de las hélices del helicóptero.* | |
|  | [*optional*] There will also be   |  | | --- | | *El ovni hará un ruido de Abducción.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Conforme avance el juego, salen más obstáculos como helicópteros, pero con mas velocidad.* | | making it   |  | | --- | | *Es más difícil mantenerse con vida* | |
|  | [*optional*] There will also be   |  | | --- | | *Capsulas para recuperar vida.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Vidas* | | will   |  | | --- | | *Disminuyeran* | | whenever   |  | | --- | | *Cuando chocaran con los helicópteros* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Ho! Ovni* | will appear | | | and the game will end when   |  | | --- | | *Jugador se quede sin vidas* | |

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| 6 **Other Features** |  | |  | | --- | | *Podría haber una sección donde el usuario seleccione la nave a usar.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *Crear y configurar de manera primitiva todos los objetos del video juego.* | | |  | | --- | | *10/10* | |
| **#2** | |  | | --- | | *El player se pueda mover en todas las direcciones sin salir de los límites.* | | |  | | --- | | *15/10* | |
| **#3** | |  | | --- | | * *Que aparezcan objetos de manera aleatoria dentro del escenario.* * *Cuando el ovni choque con algún avión, disminuya la vida.* | | |  | | --- | | *25/10* | |
| **#4** | |  | | --- | | *Los objetos primitivos y escenario, remplazarlos a Asset real 3D* | | |  | | --- | | *30/10* | |
| **#5** | |  | | --- | | *- Programar el GameOver del juego*  *- Crear efectos de sonido*  *- Implementar sonidos partículas.* | | |  | | --- | | *6/11* | |
| **Backlog** | |  | | --- | | * *Que cada cierto tiempo salgan monedas para tener más puntos.* * *Diferentes tipos de naves que el usuario pueda escoger para jugar.* | | |  | | --- | | *25/11* | |

# Project Sketch

**Scroll**

**Vidas para el usuario**

**Diferentes enemigos**