Project Design Document

03/25/2021
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Project Concept

1

Player Control

You control a

Paddle

in this

Top Down

game

where

Arrow Keys / Mouse based on user preference in settings

makes the player

to move in horizontal direction (left->right or right->left)

2

Basic Gameplay

During the game,

Bricks and some undestroyable objects

appear

at

Top of the screen

and the goal of the game is to

destroy all these bricks with the help of a ball. The paddle (i.e player) will need to ensure that the ball doesn't fall down.

3

Sound & Effects

There will be sound effects

When you destroy the bricks and also when ball bounce off from the paddle

and particle effects

When destroying the brick and when powerup appears

[*optional*] There will also be

Background music when playing the game.

4

Gameplay Mechanics

As the game progresses,

There is a chance of getting a powerup when a certain brick is destroyed

making it

easy for the player to complete the game

[*optional*] There will also be

different kind of powerup's like increasing the width of paddle, increasing no.of balls to 3 instead of 1 only etc.

5

User Interface

The

Score

will

increase

whenever

The player hits the bricks

At the start of the game, the title

Break OR Die

will appear

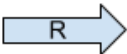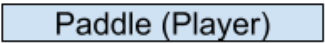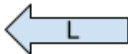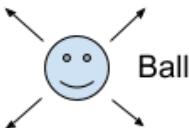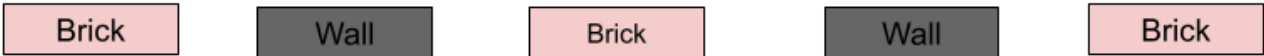and the game will end when

Ball fall down

6 Other Features	UI contains the Highest Score, Level , Game Over screen and, Menu screen which contain start option and setting option to change the user control style.

Project Timeline

Milestone	Description	Due
#1	Player Control and Basic Game Play like creating bricks, walls, ball and Paddle. Restricting ball movement within the screen, player movement and score calculation.	05/02
#2	Adding Power ups, Sound and Particle effects.	05/09
#3	UI Screens	05/15

Project Sketch

| Brick | Wall | Brick | Wall | Brick |

| Brick | Brick | Wall | Brick |

Ball

L   Paddle (Player)   R

If ball fall down then Game Over