

Project Design Document

09/15/2000
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Project Concept

1

Player Control

You control a *Kiwi bird* in this *Side view* game where *Mouse click, kwyboard* makes the player *Move, dodge and attack (peck)*

2

Basic Gameplay

During the game, *Pests* appear from *Right of the screen* and the goal of the game is to *Collect a fixed number of feathers to make wings (to fly)*

3

Sound & Effects

There will be sound effects *Attacking pests, pecking fruits* and particle effects *when eating fruit; when pest is defeated*
[optional] There will also be *Background music*

4

Gameplay Mechanics

As the game progresses, *The kiwi collects more feathers* making it *Able to fly (jump) further; reduces fall damage*
[optional] There will also be *Fruits that can increase kiwi's attack*

5

User Interface

The *health* will *decrease* whenever *Kiwi is hit by a pest*
At the start of the game, the title *"Kiwi"* will appear and the game will end when *Kiwi collected certain number of feathers*

6

Other Features

Kiwi may learn different moves as it explores the map (attacking moves, double jump)

Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none">- Set up primitive game objects and camera, design simple map	09/15
#2	<ul style="list-style-type: none">- Kiwi movement (left, right, jump, attack ...) & enemy movement & attack	09/22
#3	<ul style="list-style-type: none">- Enemy spawn from right of the screen;- map design for more levels;- Kiwi / enemies health decrease when hit- Player / enemy disappear when health is ≤ 0;- End game condition	10/20
#4	<ul style="list-style-type: none">- Add texture- particle and sound effect- kiwi fly further / reduce fall damage with more feather collected- Map design- Camera movement according to map/position of kiwi	11/10
#5	<ul style="list-style-type: none">- Modify according to feedback- Different types of enemies- Adjusting maps	11/10
Backlog	<ul style="list-style-type: none">- Different attack moves for kiwi/ enemy	12/01

Project Sketch

