|  |  |  |
| --- | --- | --- |
| **Project Design Document** | |  | | --- | | *mm/dd/yyyy*  Name | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | | *playerType* | | in this   |  |  | | --- | --- | | *top Down / side view / isometric* | game | |
|  | where   |  | | --- | | *user input type* | | makes the player   |  | | --- | | *description of player movement.* | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *types of objects* | appear | | from   |  |  | | --- | --- | | *area(s) of the screen* | | |
|  | and the goal of the game is to   |  | | --- | | *goal of the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **3** **Sound**  **& Effects** |  | There will be sound effects   |  |  | | --- | --- | | *description of sound effects* | | | and particle effects   |  |  | | --- | --- | | *description of particle effects* | | |
|  | [*optional*] There will also be   |  |  | | --- | --- | | *description of any other expected special effects or animation in the project.* | | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  |  | | --- | --- | | *description of gameplay mechanic,* | | | making it   |  |  | | --- | --- | | *effect of gameplay mechanic* | | |
|  | [*optional*] There will also be   |  |  | | --- | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | | |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **5** **User**  **Interface** |  | The   |  | | --- | | *score/lives/timer* | | will   |  | | --- | | *increase/decrease* | | whenever   |  |  | | --- | --- | | *condition to change score/lives/timer.* | | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Working title* | will appear | | | and the game will end when   |  |  | | --- | --- | | *condition to end the game.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **6** **Other Features** |  | |  |  | | --- | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | | | |

# **Project Timeline**

|  |  |  |
| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#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**

