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| Project Design Document | |  | | --- | | *01/31/2024*  Varun Kapoor | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Knight* | | in this   |  |  | | --- | --- | | *Top-down* | game | |
|  | where   |  | | --- | | *wasd, arrow keys and space.* | | makes the player   |  | | --- | | *Move the player and make the player attack.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemies appear* | appear | | from   |  | | --- | | *The top of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Kill as many waves of enemies as possible.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *For enemy death and player taking damage* | | and particle effects   |  | | --- | | *when enemies die* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music.* | | |

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| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Enemies get stronger* | | making it   |  | | --- | | *Tougher for the player to kill them* | |
|  | [*optional*] There will also be   |  | | --- | | *weapon upgrades for the knight.* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *health* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *player takes damage.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Escapade* | will appear | | | and the game will end when   |  | | --- | | *health of the knight is zero.* | |

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| 6 **Other Features** |  | |  | | --- | | *Weapon upgrades for greater damage and health potions.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Set the camera to top down view* * *Assign primitive game objects for all objects* | | |  | | --- | | *02/07* | |
| **#2** | |  | | --- | | * *Set boundaries* * *Create the endless scroller view* | | |  | | --- | | *02/14* | |
| **#3** | |  | | --- | | * *Create feature of knight taking damage from enemies* * *Spawn enemies from top of screen* | | |  | | --- | | *02/21* | |
| **#4** | |  | | --- | | * *Endless spawn of enemies from the top of screen* * *Game over condition* * *Restart functionality* | | |  | | --- | | *02/28* | |
| **#5** | |  | | --- | | * *Add 3D assets for the primitive objects* * *Add particle effects for enemy death* * *Add particle effect for knight death* | | |  | | --- | | *03/06* | |
| **Backlog** | |  | | --- | | * *Add health potions as powerups.* * *Damage upgrade.* * *Background music and sound effects for inflicting damage.* | | |  | | --- | | *03/22* | |

# Project Sketch

Player health

Enemies-Deal Damage

Damage Dealt to enemies

Background scroll