

Project Design Document

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Project Concept

1

Player Control

You control a

Cactus

in this

Side view

game

where

Space or mouse clicks

makes the player

jump

2

Basic Gameplay

During the game,

Boxes, bushes, spikes and bonuses

appear

from

The right side of the screen

and the goal of the game is to

Gain as many score as you can and beat your high score

3

Sound & Effects

There will be sound effects

When player will be jumping and dying

and particle effects

Are not planned to be included

[optional] There will also be

Some background music

4

Gameplay Mechanics

As the game progresses,

The speed of game increases

making it

Harder to stay alive

[optional] There will also be

There will also appear more bonuses that will help player to stay alive

5

User Interface

The

score

will

increase

whenever

You collect bonuses and coins and during the living

At the start of the game, the title

Working title

will appear

and the game will end when

You run out of lives

6

Other Features

There will be an information to press "R" to restart a game, and full GUI

Project Timeline

Milestone	Description	Due
#1	- Changing platform heights & implement better jumping system	02/09
#2	- Speeding up and better ground detection	02/11
#3	- Death & restarting the game	02/13
#4	- Score & high score system	02/15
#5	- Random coins placement for gaining points/ double jump and main menu	02/20
Backlog	<ul style="list-style-type: none">- Additional obstacles- Sound effects- After death menu- Pause menu- Creating powerups	03/01

Project Sketch



health



Powerups



Coins



Player

Movement
direction

Platform

Random spawning platforms
with random widths

