|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *12/02/2022*  *Victor Just* | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Ping-pong racket* | | in this   |  |  | | --- | --- | | *Top down* | game | |
|  | where   |  | | --- | | *“w” “s” keys* | | makes the player   |  | | --- | | *Move the racket* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Two rockets of two players (one of them is the automatic)* | appear | | from   |  | | --- | | *Move up and down in order not to let the ball go through their side/* | |
|  | and the goal of the game is to   |  | | --- | | *To win a game* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When the ball collides with rackets* | | and particle effects   |  | | --- | | *When the player wins/loses* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *A ball moves from one player to another* | | making it   |  | | --- | | *Harder to “catch”* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *score/timer* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *Time pases and goals appear* | | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *No title* | will appear | | | | and the game will end when   |  | | --- | | *One of the players loses* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 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** | |  | | --- | | * *Basic game elements (field, rackets, ball)* | | |  | | --- | | *12/07* | |
| **#2** | |  | | --- | | * *Make the rackets and the ball move, add physics* | | |  | | --- | | *12/14* | |
| **#3** | |  | | --- | | * *Make the game start with the ball at one of the rackets, make it constantly move, make the second player “play”* | | |  | | --- | | *12/21* | |
| **#4** | |  | | --- | | * *Add sound effects, final title* | | |  | | --- | | *12/28* | |
| **#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

