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| --- | --- | --- |
| Project Design Document | |  | | --- | | *09/10/2022*  *Castañeda Rivera Oscar David* | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | Perro | | in this   |  |  | | --- | --- | | *Hacia arriba / vista lateral* | game | |
|  | where   |  | | --- | | *Flechas del teclado* | | makes the player   |  | | --- | | *Moverse através del mapa* | |

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| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Obstaculos* | appear | | from   |  | | --- | | *Toda la pantalla* | |
|  | and the goal of the game is to   |  | | --- | | *El jugador tratará de evitar los obstáculos y ganar recompensas* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Música durante la partida* | | and particle effects   |  | | --- | | *Sonidos al atrapar recompensas* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Los obstáculos serán más rápidos* | | making it   |  | | --- | | *Nivel más complejo* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Vida* | | will   |  | | --- | | *Disminuye* | | whenever   |  | | --- | | *Al tropezar con los obstáculos* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Let´s Go* | will appear | | | and the game will end when   |  | | --- | | *Tocar 3 obstaculos* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Tener recompensas que eliminen los tropiezos que llevaban* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *Crear el escenario de cada partida con objetos* | | |  | | --- | | *10/10* | |
| **#2** | |  | | --- | | * *El jugador, podrá moverse en diferentes direcciones* | | |  | | --- | | *15/10* | |
| **#3** | |  | | --- | | * *Los obstáculos irán subiendo de velocidad, conforme pase el tiempo* * *Se sumarán los tropiezos que tenga el jugador* | | |  | | --- | | *25/10* | |
| **#4** | |  | | --- | | * *La velocidad de las recompensas se irá incrementando* | | |  | | --- | | *05/11* | |
| **#5** | |  | | --- | | * *Insertar los sonidos de cada partida* | | |  | | --- | | *10/11* | |
| **Backlog** | |  | | --- | | * *Aparecerán recompensas que eliminan los tropiezos* | | |  | | --- | | *20/11* | |

# Project Sketch

