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| Project Design Document | |  | | --- | | *mm/dd/yyyy*  Vava Kadaka | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *A runnin girl* | | in this   |  |  | | --- | --- | | *sideview* | game | |
|  | where   |  | | --- | | *Arrow keys* | | makes the player   |  | | --- | | *Move from side to side and Jump* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Cakes and obstacles* | appear | | from   |  |  | | --- | --- | | *right side of the screen* | | |
|  | and the goal of the game is to   |  | | --- | | *Collect as many cakes as possible.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  |  | | --- | --- | | *Of moving vehicle, destroying cakes, bumping to obstacles* | | | and particle effects   |  |  | | --- | --- | | *Of destroying cakes, bumping to obstacles* | | |
|  | [*optional*] There will also be   |  |  | | --- | --- | | *Smoke from exhaustion pipe, superpowers of destroying obstacles.* | | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  |  | | --- | --- | | *Vegetables and obstacles will appear in much more numbers* | | | making it   |  |  | | --- | --- | | *Hard to move forward in the game* | | |
|  | [*optional*] There will also be   |  |  | | --- | --- | | *Superpowers of player that destroy obstacles* | | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase* | | whenever   |  |  | | --- | --- | | *Player catch the cake* | | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Sweetrush* | will appear | | | and the game will end when   |  |  | | --- | --- | | *Level ends, and all cakes are left no more* | | |

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| --- | --- | --- | --- | --- | --- |
| 6 **Other Features** |  | |  |  | | --- | --- | | *We can restart the game and set difficulty*  *Game will contain sweet music, will have almost monochromatic color scheme and wiil have nice effects..* | | | |

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Place primitive object fpr every game entity and set up a camera* | | |  | | --- | | *03/08* | |
| **#2** | |  | | --- | | * *Player can move and cannot leave the area* | | |  | | --- | | *05/08* | |
| **#3** | |  | | --- | | * *Object randomly spawned from right if screen* * *Colliders that vanished from interaction* | | |  | | --- | | *12/08* | |
| **#4** | |  | | --- | | * *Health and points, but without UI, just using Logs* | | |  | | --- | | *17/08* | |
| **#5** | |  | | --- | | * *Particles and sounds, MB UI* | | |  | | --- | | *24/08* | |
| **Backlog** | |  | | --- | | * *Power ups, UI* | | |  | | --- | | *mm/dd* | |

# Project Sketch

