| Project Design Document | | *02/20/2024*  Wilford Bentley | | --- | |
| --- | --- | --- |

| Project Concept | | | |
| --- | --- | --- | --- |
| 1 **Player Control** |  | You control a   | *Boy* | | --- | | in this   | *Top down* | game | | --- | --- | |
|  | where   | *Keyboard/Controller* | | --- | | makes the player   | *Run around in all directions (on X and Z axis)* | | --- | |

| 2 **Basic**  **Gameplay** |  | During the game,   | *Robots* | appear | | --- | --- | | from   | *All sides of the screen* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | and the goal of the game is to   | *Avoid the robots and collect gems/candy/something* | | --- | | |

| 3 **Sound**  **& Effects** |  | There will be sound effects   | *When the player collides with something* | | | --- | --- | | and particle effects   | *When the player collides with something* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *description of any other expected special effects or animation in the project.* | | | --- | --- | | |

| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   | *More robots and gems/candy spawn* | | | --- | --- | | making it   | *More difficult to avoid the robots* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *Catchy background music.* | | | --- | --- | | |

| 5 **User**  **Interface** |  | The   | *Score* | | --- | | will   | *Increase* | | --- | | whenever   | *Player collects gems/candy* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | At the start of the game, the title   | *Evil Robots* | will appear | | --- | --- | | | and the game will end when   | *Player collides with a robot* | | | --- | --- | |

| 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** | | *Create project and environment that game will take place in* | | --- | | | *03/01* | | --- | |
| **#2** | | *Create player character with movement controls* | | --- | | | *03/08* | | --- | |
| **#3** | | *Create robot objects that chase the player* | | --- | | | *03/15* | | --- | |
| **#4** | | *Create gems/candy/objectives* | | --- | | | *03/22* | | --- | |
| **#5** | | *Create UI (score, start screen, game over screen, instructions)* | | --- | | | *03/29* | | --- | |
| **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

