

Project Design Document

04/14/2025

Name: Underworld of Mysteries

Project Concept

1

Player Control

You control a

Small Adventurer

in this

Side view Platformer

game

where

The users input

makes the player

Walk, Sprint, Jump, Attack and Deal Damage

2

Basic Gameplay

During the game,

Various Platforms and enemies

appear

from

The right side of the screen if they are rendered

and the goal of the game is to

Defeat the enemies and make it to the end of the level

3

Sound & Effects

There will be sound effects

When enemies are being hit or the player

and particle effects

Like a red hitbox detection when an entity is hit

[optional] There will also be

Coins scattered across the level

4

Gameplay Mechanics

As the game progresses,

The player will have to defeat more enemies and watch its health

making it

Increasingly more difficult to stay alive

[optional] There will also be

description of any other gameplay mechanic(s) and their effect on the game.

5

User Interface

The

Timer

will

Decrease

whenever

During the games lifecycle

At the start of the game, the title

Underworld of Mysteries

will appear

and the game will end when

The player dies or reaches the end

6

Other

Any other notes about the project that you don't feel were addressed in the above.

| | |
|----------|----------------------------------|
| Features | Unique platforms and decorations |
|----------|----------------------------------|

Project Timeline

| Milestone | Description | Due |
|-----------|---|-------|
| #1 | - Creating a PlayerController with input controls | 19/05 |
| #2 | - Creating a EnemyController with self build ai system | 20/05 |
| #3 | - Creating a Healthbar UI manager for the player and enemy | 21/05 |
| #4 | - Creating Healthbar functionality with player and enemy attacking logic | 22/05 |
| #5 | - Creating a GameOver function with restart button - Creating a CoinManager function and coin counter | 23/05 |
| 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 | 24/05 |

Project Sketch

