Project Design Document

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Project Concept

1

Player Control

You control a

Forg

in this

side view

game

where

KeyBoard

makes the player

Jump

2

Basic Gameplay

During the game,

stage and barrier

appear

from

top of screen

and the goal of the game is to

Jump to top

3

Sound & Effects

There will be sound effects

sound with jump, background

and particle effects

no particle

[*optional*] There will also be

Physical engine

4

Gameplay Mechanics

As the game progresses,

Player may fall down when they miss a plantform

making it

back to start point

[*optional*] There will also be

no save points in between jumps

5

User Interface

The

Frog

will

Jump

whenever

player press and release speac key

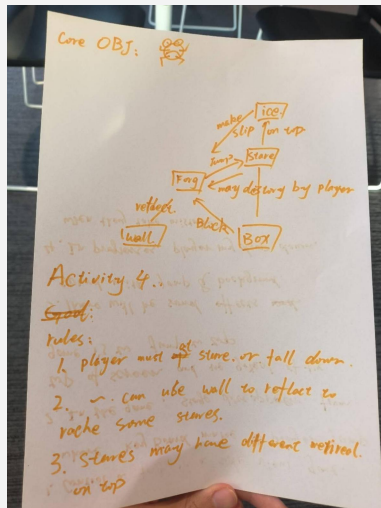At the start of the game, the title

Jump Frog

will appear

and the game will end when

You have meet the Frog God

6 Other Features	

Project Timeline

Milestone	Description	Due
#1	- CwC Lab 1 - Project Design Document	08/16
#2	- CwC Lab 2 – New Project with Primitives	09/06
#3	- CwC Lab 3 – Player Control	09/07
#4	- CwC Lab 4 – Basic Gameplay	09/08
#5	- CwC Lab 5 – Swap *to* actual Assets	09/09
Backlog	- Game Title Screen - Game pause - Game End and restart smoothly	09/10

Project Sketch

Core OBJ.

make 100
slip for up
jump? Store
Frog enemy destroy by player
reflect Block
Wall BOX

Activity 4.

Rules:
1. player must on stone, or fall down.
2. ~ can use wall to reflect to reache some stones.
3. Stone's many have different vertical on top

1. Control a frog in a side view game. where keyboard make the player jump
2. In the game, stage disappear from top of screen and the goal of the game is to jumps to top.
3. There will be sound effects when sound with jump & background.
4. In progresses, player may drop down, when they take mistake.