|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *16/08/2023*  Xinlong Wu | |

|  |  |  |  |
| --- | --- | --- | --- |
| 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

