Project Design Document

Project Concept

1

Player Control

You control a

Canon ball

in this

First personn camera

game

where

Mouse 2 axis and Space key

makes the player

Control the direction of the canon and shoot

2

Basic Gameplay

During the game,

A board with hole

appear

from

In front of player

and the goal of the game is to

To put some ball in the hole of the board counting different score point

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3

Sound & Effects

There will be sound effects

Of shooting and ball tigger a hole

and particle effects

Of cannon fire

[*optional*] There will also be

4

Gameplay Mechanics

As the game progresses,

Cannon can rotate in 2 axes and the player can hold the space key to charge power shoot at max 5 secondes

making it

Orientation for fire et shoot a ball in this direction

[*optional*] There will also be

5

User Interface

The

Score

will

will increase

whenever

when a ball tiger a hole of the board

At the start of the game, the title

Nothing

will appear

and the game will end when

Infinite

6 Other Features	Not yet, just try the mechanic shoot

Project Timeline

Milestone	Description	Due
#1	*Prefab*	mm/dd
#2	- *Mechanic of game*	mm/dd
#3	- *User interface*	mm/dd
#4	- *Test and publish for critical*	mm/dd
#5		mm/dd
Backlog	- *Link for testing:* - *play.unity.com/en/games/33672dc3-80e1-4758-8770-51be98b6930d/cannon-shooter*	mm/dd

Project Sketch