|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *mm/dd/yyyy*  Student Name | |

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| --- | --- | --- | --- |
| 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* | |

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| 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* | |

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# 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