

Project Design Document

12/07/2024

Albasel

Project Concept

1

Player Control

You control a

Cave man

in this

3rd Person view

game

where

Keyboard / Mouse input

makes the player

Move and interact

2

Basic Gameplay

During the game,

Wild Animals / Tribal men

appear

from

Outside your camp

and the goal of the game is to

Keep the fire burning! As a primitive human, you and your tribe have just discovered fire. Now, you rely on it to keep the tribe warm, protect against wild animals, and cook food. But beware—other tribes are trying to steal it from you. You must defend it at all costs and ensure it doesn't burn out.

3

Sound & Effects

There will be sound effects

Footsteps -punching effects, fire sounds, tribal raid horns.

and particle effects

Fire particles and dust particles

[optional] There will also be

Not sure

4

Gameplay Mechanics

As the game progresses,

As the game progresses, tribal raids become more intense, and the fire burns out faster

making it

More challenging,

[optional] There will also be

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

5

User Interface

The

Stopwatch / Health

will

increase/decrease

whenever

By time / when hit

At the start of the game, the title

The First Spark

will appear

and the game will end when

if you die, your tribe perishes, or an enemy tribe reaches the fire, it's game over

6

Other
Features

It's a tower defense style game.

Project Timeline

Milestone	Description	Due
#1	- <i>Idea (DONE)</i>	12 / 07
#2	- <i>Prototype / mechanics (DONE)</i>	12 / 14
#3	- <i>Final Parts</i>	12 / 21
#4	- <i>Complete games</i>	12 / 28
Backlog	<ul style="list-style-type: none">- <i>Feature on backlog - not a part of the minimum viable product</i>- <i>Feature on backlog - not a part of the minimum viable product</i>- <i>Feature on backlog - not a part of the minimum viable product</i>	mm/dd

Project Sketch

