Project Design Document

Project Concept

1

Player Control

You control a

shooter

in this

top-down

game

where

Arrows, u, i and spacebar

makes the player

move around the map, rotate and shoot

2

Basic Gameplay

During the game,

enemies

appear

from

Random places on the map

and the goal of the game is to

Withstand as long as possible

3

Sound & Effects

There will be sound effects

When the enemies are spawned

and particle effects

Appear when enemies explode

[*optional*] There will also be

upbeat background music, sounds in menu

4

Gameplay Mechanics

As the game progresses,

Enemies are spawned more often

making it

More difficult to stay alive for a player

[*optional*] There will also be

5

User Interface

The

score

will

increase

Every second

At the start of the game, the title

Chicken Shooter

will appear

and the game will end when

The player's health equals zero

6

Other Features

There is a scene with record consisting of the best player's name and their score

Project Timeline

Milestone	Description	Due
#1	- Title screen	*04/18*
#2	- Camera set up with primitives for all game objects	*04/18*
#3	- The player can move around the map and shoot - Enemies randomly spawn on the map - When the player is attacked by an enemy, their health decreases - When the player kills an enemy, it explodes - The spawn frequency gradually increases	*04/18*
#4	- UI added	*04/19*
#5	- The primitive objects replaced with real 3D assets - Particle and sound effects implemented	*04/19*
Backlog	-	*04/19*

Project Sketch

Enemy

Enemy

Enemy

Player
(Shooter)