

Project Design Document

17/04/2022

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Project Concept

1

Player Control

You control a

shooter

in this

top-down

game

where

Arrows, q, e 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

Shoot as many enemies as possible

3

Sound & Effects

There will be sound effects

When the player shoots and enemies explode corresponding sounds play

and particle effects

Appear in this cases

[optional] There will also be

upbeat background music

4

Gameplay Mechanics

As the game progresses,

More and diverse enemies appear

making it

More difficult to stay alive for a player

[optional] There will also be

5

User Interface

The

score

will

increase

whenever

The player shoots an enemy

At the start of the game, the title

shooter

will appear

and the game will end when

The player is attacked by approaching enemies

6

Other Features

Any other notes about the project that you don't feel were addressed in the above.

Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none">- Title screen	04/18
#2	<ul style="list-style-type: none">- Camera set up with primitives for all game objects	04/18
#3	<ul style="list-style-type: none">- The player can move around the map and shoot- Enemies randomly spawn on the map- When the player is attacked by an enemy, game is over- When the player shoot an enemy, it explodes- There are more enemies every new wave	04/18
#4	<ul style="list-style-type: none">- UI added	04/19
#5	<ul style="list-style-type: none">- The primitive objects replaced with real 3D assets- Particle and sound effects implemented	04/19
Backlog	<ul style="list-style-type: none">-	04/19

Project Sketch

