|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *mm/dd/yyyy*  Group ID | |

|  |  |  |
| --- | --- | --- |
| Project Info | | |
| 1 **Tentative Title** |  | |  | | --- | | *Title* | |
| 2Theme/Sector |  | |  | | --- | | *Education, Training, Art & Creativity,* *Productivity, …* | |
| 3 **Pitch** |  | In the game/app users will:   |  | | --- | |  | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control   |  | | --- | | *playerType* | | in this   |  |  | | --- | --- | | *top Down / side view / isometric* | game | |
|  | where   |  | | --- | | *user input type* | | makes the player   |  | | --- | | *description of player movement.* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *types of objects* | appear | | from   |  | | --- | | *area(s) of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *goal of the game.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *description of sound effects* | | and particle effects   |  | | --- | | *description of particle effects* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *description of gameplay mechanic,* | | making it   |  | | --- | | *effect of gameplay mechanic* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *score/lives/timer* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *condition to change score/lives/timer.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Working title* | will appear | | | and the game will end when   |  | | --- | | *condition to end the game.* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due (tentative) |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Features on backlog: to-do list of all product-related tasks that the team has captured but hasn’t committed to delivering yet* | | |  | | --- | | *mm/dd* | |

# Project Sketch