

Project Design Document

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Project Concept

1 Player Control	You control a			in this	
	<i>Policeman</i>		<i>Top Down / First Person</i>		game
	where		makes the player		
	<i>W/A/S/D UP/DOWN/LEFT/UP</i>		<i>Move in X & Z Axis</i>		
2 Basic Gameplay	During the game,			from	
	<i>Zombies and Ghosts</i>		appear	<i>All the scene</i>	
	and the goal of the game is to				
	<i>Stay alive as long as you can</i>				
3 Sound & Effects	There will be sound effects			and particle effects	
	<i>Atmospheric Horror Music</i>		<i>Party Explosions</i>		
	[optional] There will also be				
4 Gameplay Mechanics	As the game progresses,			making it	
	<i>Survive rounds,</i>		<i>Harder to survive per round that had passed</i>		
	[optional] There will also be				
	<i>PowerUps and Score Multipliers</i>				
5 User Interface	The		will	whenever	
	<i>health</i>	<i>decrease</i>	<i>An enemy hits you</i>		
	At the start of the game, the title			and the game will end when	
	<i>Title screen</i>	will appear	<i>Health <= 0</i>		
6 Other Features	<i>Health is represented as redness in the screen , as score and time and round are represented if TAB key is pressed</i>				

Project Sketch





