

# Project Design Document

22/10/2023

## Project Concept

1 Player Control	You control a			in this	
	<i>Human player boy/girl</i>		<i>third person</i>		game
	where		makes the player		
	<i>WASD</i>		<i>move in the environment</i>		
2 Basic Gameplay	During the game,			from	
	<i>creatures</i>		appear	<i>In the environment</i>	
	and the goal of the game is to				
	<i>Avoid the monsters and find the items in the game</i>				
3 Sound & Effects	There will be sound effects		and particle effects		
	<i>Monster's and player sound, environment...</i>		<i>Blood particles when the monsters hit the player and particles effect when the player find an item</i>		
	[optional] There will also be				
	<i>Background very dark music</i>				
4 Gameplay Mechanics	As the game progresses,		making it		
	<i>description of gameplay mechanic,</i>		<i>effect of gameplay mechanic</i>		
	[optional] There will also be				
	<i>description of any other gameplay mechanic(s) and their effect on the game.</i>				
5 User Interface	The	will	whenever		
	<i>score</i>	<i>increase</i>	<i>An item is found</i>		
	At the start of the game, the title		and the game will end when		
	<i>Lost in the Dark</i>	will appear	<i>A monster hits the player</i>		
6 Other	<i>A boss will appear every amount of time</i>				

## Project Timeline

Milestone	Description	Due
#1	- Set up the player and enemy with primitives	mm/dd
#2	- Player controller, enemy AI basics	mm/dd
#3	- Programming items	mm/dd
#4	- Environment, monsters graphic	mm/dd
#5	- Finalize monster AI, death of the player and game loop...	mm/dd
Backlog	- Boss -	mm/dd

## Project Sketch



