|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *08/07/2020*  Abdulhakeem Idris | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Sumo Marble* | | in this   |  |  | | --- | --- | | *Rotating Side view Isometric* | game | |
|  | where   |  | | --- | | *WASD keys and* | | makes the player   |  | | --- | | *Move Left, right, forward and back relative to how the player rotates the camera* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *White Sumo Marbles* | appear | | from   |  | | --- | | *Random parts of the dojo* | |
|  | and the goal of the game is to   |  | | --- | | *Stay inside the dojo for as long as possible by avoiding being knocked out by the white marbles and knocking the white enemy marbles off the dojo* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Of the player marble colliding with the enemy marbles*  *The player marble collecting a pickup*  *The player marble falling off the screen* | | and particle effects   |  | | --- | | *Of the player marble collecting a pickup*  *The enemy marble spawning on random parts of the dojo* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The same number of enemy marbles spawn at random parts of the dojo with an additional enemy marble every time the play defeats a wave of marbles that spawned.* | | making it   |  | | --- | | *An attempt to overwhelm the player with marbles to avoid and attack* | |
|  | [*optional*] There will also be   |  | | --- | | *Diamond shaped powerups appearing on random parts of the dojo which gives a round disk around the player marble. This disk acts as a bouncy shield that pushes away any enemy marble that comes to contact with it without the force affecting the player.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 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   |  |  | | --- | --- | | *Sumo Marbles* | will appear | | | and the game will end when   |  | | --- | | *The player falls off the dojo* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 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** | |  | | --- | | * *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** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# Project Sketch