mm/dd/yyyy Student Name

Project Design Document

Project Concept

| 1 | You control a | | | | | |
|-------------------------|---|-----------|--|--|-------|--|
| Player Control | Dear | | Top down | | game | |
| | where m | | makes the p | akes the player | | |
| | Arrow keys | | Move around the screen in all directions | | tions | |
| 2 Basic Gameplay | During the game, from | | | | | |
| | Other animals and obstacles | | appear | The top of the screen | | |
| | and the goal of the game is to | | | | | |
| | Avoid crashing into rocks and being eaten by foxes | | | | | |
| 3 Sound & Effects | There will be sound effects and particle effects | | | | | |
| | When you bump into other animals, Crash into a rock, or are eaten by a fox | | | | | |
| | [optional] There will also be | | | | | |
| | A scrolling background making it look like the animals are running very quickly | | | | | |
| 4 | As the game progresses, making it | | | | | |
| Gameplay Mechanics | Waves of foxes attempt to attack | | Мо | More difficult to stay alive | | |
| | [optional] There will also be | | | | | |
| | Hearts that appear, giving player extra health | | | | | |
| 5 | The will | | wher | whenever | | |
| User Interface | Lives | decrease | | The player hits a rock or is bitten by a fox | | |
| | At the start of the game, the title and the game will end when | | | | | |
| | Oh Deer | will appe | ar You | run out of all lives | | |

You will bounce off of larger animals, making it harder to control the player and avoid the dangers

Project Timeline

| Milestone | Description | Due |
|-----------|---|--------|
| #1 | - Project / Camera set up with primitive objects for all gameplay objects | mm/dd |
| #2 | - Player can move in all directions and cannot leave play area | 7 days |
| #3 | Objects randomly spawning from top of screen When player collides with other animal, they bounce When player collides with life-up, it is destroyed | 7 days |
| #4 | - Primitive objects and background replaced real 3D assets | 7 days |
| #5 | - Heath/Gameover mechanic programmed, but not added to UI- just confirmed with logs to console | 7 days |
| #6 | - Particle and sound effects implemented, including scrolling background | 7 days |
| #7 | - Particle and sound effects implemented, including scrolling background | |
| Backlog | Powerup object that allows player to jump over obstacles High Score board that allows you to input your initials and save scores | mm/dd |

Project Sketch

