|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *mm/dd/yyyy*  Student Name | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Dear* | | in this   |  |  | | --- | --- | | *Top down* | game | |
|  | where   |  | | --- | | *Arrow keys* | | makes the player   |  | | --- | | *Move around the screen in all directions* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Other animals and obstacles* | appear | | from   |  | | --- | | *The top of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Avoid crashing into rocks and being eaten by foxes* | | |

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| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When you bump into other animals,*  *Crash into a rock, or are eaten by a fox* | | and particle effects   |  | | --- | | *When you crash into a rock* | |
|  | [*optional*] There will also be   |  | | --- | | *A scrolling background making it look like the animals are running very quickly* | | |

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| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Waves of foxes attempt to attack* | | making it   |  | | --- | | *More difficult to stay alive* | |
|  | [*optional*] There will also be   |  | | --- | | *Hearts that appear, giving player extra health* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Lives* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *The player hits a rock or is bitten by a fox* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Oh Deer* | will appear | | | and the game will end when   |  | | --- | | *You run out of all lives* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *You will bounce off of larger animals, making it harder to control the player and avoid the dangers* | |

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# Project Timeline

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| --- | --- | --- |
| 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