

## **Game Design Document**

### **OBJECTIVE:**

The most basic explanation of our 3D game is to defuse the bomb as quickly as possible. That being said, there are multiple things you'll come across as you try to win the game. When you load the game, the timer will immediately begin counting down and you will have little time to sit and think. There will be an encrypted message on the side along with how to decrypt it. Your mission, should you choose to accept it, is to try to decrypt the message with the respective keys on the bomb to stop the timer. If you're unable to, well, BOOM. However, if you are able to somehow stop the bomb from going off, you win the game!

### **MAIN SCENES:**

For this project, there is really only one main scene. The scene is created from the moment you load the page. You will be able to see the bomb in 3D. The bomb consists of a front and back side. The end goal is to have a scene after the bomb is defused where the screen will turn red, or in case you won, the screen will turn green.

### **MOVING PARTS:**

The entire body of the bomb is able to be rotated in a three dimensional space, but is fixed in its position. There are no moving parts to this game.

### **SPRITES:**

Essentially, there is only one main sprite: the bomb. However, it includes a number of smaller, notable sprites. For instance, the front side will show a standard number pad, each number/character representing its own object. At the top of this number pad will be an area for a timer to countdown and also two buttons that will flash red while the timer is ticking. On the backside, we will have three separate wires.