Project Design Document

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Aaron Gordon

Project Concept

1

Player Control

You control a

playerType

in this

First Person View

game

where

Vr controls

makes the player

Thrust and grab.

2

Basic Gameplay

During the game,

pillars

appear

from

Walls, floor, and ceiling

and the goal of the game is to

Survive as many rounds as possible

3

Sound & Effects

There will be sound effects

Thumping for pillar strike, chime for indication of where the pillar will strike from and when player thrusts

and particle effects

When player thrusts and when pillars strike

[*optional*] There will also be

There will be optional game music that can be changed in the settings

4

Gameplay Mechanics

As the game progresses,

Pillars strike more often and different pillar spawn types appear

making it

More difficult to react

[*optional*] There will also be

Orbs scattered throughout the map that the player has to pick up in order to reach the next round

5 User Interface	The	will	whenever
	round	*increase*	*Player picks up all the orbs*

At the start of the game, the title | and the game will end when

Bawl To The Wall	will appear	*When the player gets hit by a pillar*

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	- *Pillar spawning System*	*3/25*
#2	- *UI (play, settings, quit, difficulty, etc.)*	*4/2*
#3	- *Player Movement/Controls*	*4/11*
#4	- *Round Based System*	*4/16*
#5	- *Spawn types, sounds, particle effects*	*4/22*
#6	- *Adjust Values/ finish Project*	*4/26*
Backlog	- *Player thrust particle effects* - *Orb icon rotating to player*	*Did not reach/finish*

Project Sketch
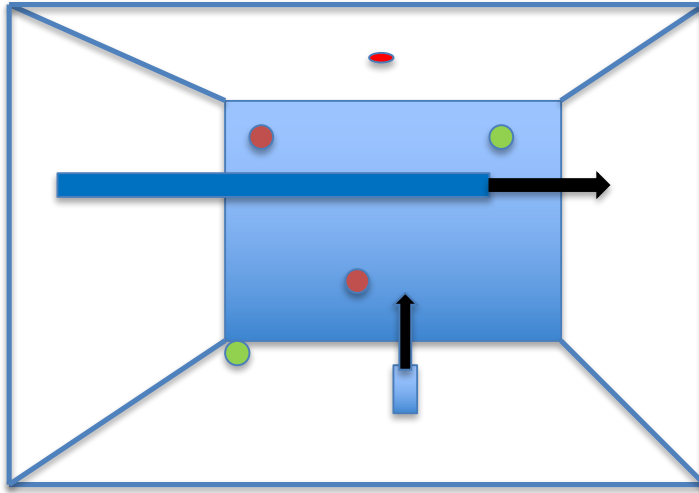
Link to video and project files:
https://drive.google.com/drive/folders/1s7VU6HDa46G9Uv5FGiBT2LocxE23_owk?usp=sharing