Project Design Document

Project Concept

1

Player Control

You control a

playerType

in this

top Down / side view / isometric

game

where

user input type

makes the player

description of player movement.

2

Basic Gameplay

During the game,

types of objects

appear

from

area(s) of the screen

and the goal of the game is to

goal of the game.

3

Sound & Effects

There will be sound effects

description of sound effects

and particle effects

description of particle effects

[*optional*] There will also be

description of any other expected special effects or animation in the project.

4

Gameplay Mechanics

As the game progresses,

description of gameplay mechanic,

making it

effect of gameplay mechanic

[*optional*] There will also be

description of any other gameplay mechanic(s) and their effect on the game.

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

"Working title

will appear

and the game will end when

condition to end the game.

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