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| Project Design Document | |  | | --- | | *17/07/2020*  Alan Jack | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Ninja* | | in this   |  |  | | --- | --- | | *Side View* | game | |
|  | where   |  | | --- | | *Arrow Keys or WASD Keys* | | makes the player   |  | | --- | | *Move player around screen.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemy ninjas and obstacles* | appear | | from   |  | | --- | | *Side of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Reach end of map* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When you die, jump and kill enemy* | | and particle effects   |  | | --- | | *When die* | |
|  | [*optional*] There will also be   |  | | --- | | *Lock on screen so camera will not go backwards and background music* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More enemies and obstacles* | | making it   |  | | --- | | *More difficult* | |
|  | [*optional*] There will also be   |  | | --- | | *Power ups to help player, additional lives and \*optional checkpoints to save progress\** | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Lives* | | will   |  | | --- | | *Decrease* | | whenever   |  | | --- | | *Hit obstacle, fall or hit by enemy* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Ninja Prototype* | will appear | | | and the game will end when   |  | | --- | | *Player reaches end or lives reach zero* | |

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| 6 **Other Features** |  | |  | | --- | | *UI Manager to allow restart game after death and pause option.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Start Project, Side Camera Set up with basic primitive objects for gameplay.* | | |  | | --- | | *17/07* | |
| **#2** | |  | | --- | | * *Create player movement plus jump and add camera to follow player and clamp movement so cannot go backwards.* | | |  | | --- | | *17/07-18/07* | |
| **#3** | |  | | --- | | * *Look into spawning of enemies and collision of enemies and obstacles.* | | |  | | --- | | *18/07* | |
| **#4** | |  | | --- | | * *Add lives functionality to decrease when collision and replace with 3D assets.* | | |  | | --- | | *18/07-20/07* | |
| **#5** | |  | | --- | | * *Basic UI for death/restart, complete level and pause if possible.* | | |  | | --- | | *20/07* | |
| **Backlog** | |  | | --- | | * *Power ups to help player* | | * *Sounds and music* | | * *Checkpoints for player* | | |  | | --- | | *01/08* | |

# Project Sketch

Player

**Obstacles**

Tree, Enemy and Spike

Display lives

Player can move back a little, mostly forward and will jump.

Background only goes this direction