

Project Design Document

Project Concept

1

Player Control

You control ain thisgame

wheremakes the player

2

Basic Gameplay

During the game,appearfrom

and the goal of the game is to

3

Sound & Effects

There will be sound effectsand particle effects

[optional] There will also be

4

Gameplay Mechanics

As the game progresses,making it

[optional] There will also be

5

User Interface

Thewillwhenever

At the start of the game, the titlewill appearand the game will end when

6

Other Features

Project Timeline

Milestone	Description	Due
#1		
#2		
#3		
#4		
#5		
Backlog		

Project Sketch