## **Project Design Document**

5 Jan 2024

## **Project Concept**

1 Player Control	You control a	in this					
	Shape Controller	top-down v	view	game			
	where	makes the	makes the player				
	keyboard-mouse	select and	select and interact with the shapes				
2	During the game,		from				
Basic	Different geometric shapes	appear					
Gameplay	and the goal of the game is to						
	Interact with these shapes to see unique behaviors						
3	There will be sound effects	Vic	particle effects	aa ahanga			
Sound & Effects	Distinctive sounds for each shape interaction		Visual effects when shapes change color, rotate, or interact with the player.				
	[optional] There will also be						
	Simple animations showcasing shape transformations.						
4	As the game progresses,		king it				
Gameplay	shapes become more responsive to interactions						
Mechanics	[optional] There will also be						
5	The will	whe	never				
User Interface							
	At the start of the game, the titl	e and	the game will end when				
	will a	ppear					
6							

## **Project Timeline**

Milestone	Description	Due
#1	Basic shape classes and interaction mechanics.	
#2	Implementation of polymorphism and encapsulation.	
#3	Advanced interaction mechanics and UI elements.	
#4	Final testing and code commenting.	
#5	Submission and presentation of the project.	
Backlog	Additional shapes or more complex interactions if time allows.	

## **Project Sketch**