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| Project Design Document | |  | | --- | | *11/12/2024*  *Amy O'Neill* | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Vehicle* | | in this   |  |  | | --- | --- | | *Top Down* | game | |
|  | where   |  | | --- | | *Arrow Buttons + SpaceBar* | | makes the player   |  | | --- | | *Move left/right and shoot projectiles* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Prizes and Obstacles* | appear | | from   |  | | --- | | *Along the road* | |
|  | and the goal of the game is to   |  | | --- | | *Collect as many coins as possible within 60 seconds while avoiding obstacles* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Firing a projectile/destroying an obstacle/collecting a prize* | | and particle effects   |  | | --- | | *Firing of projectile/destroying obstacle* | |
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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The vehicle will speed up* | | making it   |  | | --- | | *More difficult* | |
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| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *player collects coins* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Coin collector* | will appear | | | and the game will end when   |  | | --- | | *time is up.* | |