Project Design Document

Project Concept

1

Player Control

You control a

Runner

in this

Side view

game

where

Arrow Keys

makes the player

Move around the screen in all directions

2

Basic Gameplay

During the game,

Advanced robotic terminators

appear

from

The right of the screen towards the player

and the goal of the game is to

Save the universe from the menacing robotic threat

3

Sound & Effects

There will be sound effects

When player shoots through their weapons or when the gadgets are activated

and particle effects

Navigating through interdimensional portals

[*optional*] There will also be

Intense soundtrack to signal the approaching climax when the robots are about to destroy the universe and a scrolling background as the player moves forward into the next interdimensional portal.

4

Gameplay Mechanics

As the game progresses,

There are different missions that the players have to complete in order to acquire the required gadgets to destroy the robots

making it

More difficult to proceed forward to the next portal (next level).

[*optional*] There will also be

A hint provided during each mission to guide the players encouraging critical thinking and problem solving.

5 User Interface	The	will	whenever
	timer	decrease	The timer runs out and if the player is not able to save the universe i.e does not have required gadgets due to inability to complete the mission in the specific time frame, then the game is over.

	At the start of the game, the title		and the game will end when
	Terminus Uprising	will appear	The player dies or the player completes all the missions that save the universe.

6 Other Features	There is a multiplayer mode where the player can team up with other players to complete the missions and acquire enough gadgets to destroy the robots. The players can also customize their appearance and gears.

Project Timeline

Milestone	Description	Due
#1	- Project/ Camera set up with primitive objects for all gameplay objects	09/15
#2	- Player can move in all directions and cannot leave play area	09/22
#3	- Robotic terminators spawning from the right of the screen. - When the player uses a gadget against the robot the robot dies. - When the player does not have enough gadgets to kill the robot the robots captures the universe and the game ends	09/29
#4	- Primitive objects, gameplay missions	10/06
#5	- Gameover mechanic programmed. Particle and sound effects implemented using scrolling background	10/13
Backlog	- In game seasonal challenges to provide additional gadgets - Leaderboards to save score and compete with other players	10/20

Project Sketch

Gadgets

Robotic terminators

Background scroll

Interdimensional portal

Player