|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *09/19/2021*  Ancill | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project *ROCK/PAPER/SCISSORS* Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *playerType* | | in this   |  |  | | --- | --- | | *top UP* | game | |
|  | where   |  | | --- | | *user input type* | | makes the player   |  | | --- | | *Change horizontal position, change weapon type* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Scissors, paper and rock* | appear | | from   |  | | --- | | *area(s) of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Not beaten by classic rock/paper/scissor rules* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Cutting sound of scissors to paper*  *Shrink sound of paper to rock*  *Ground metal sound of rock to scissors* | | and particle effects   |  | | --- | | *Cutting paper, metal particles from stone,* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Player moves by arrow keys 3 types of weapons and try to beat other 3 types of enemies* | | making it   |  | | --- | | *Take score of wined parties* | |
|  | [*optional*] There will also be   |  | | --- | | *Lives that decrease when loose party* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *3 lives* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *Loose fight between weapon and enemy* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *ROCK/PAPER/SCISSORS* | will appear | | | and the game will end when   |  | | --- | | *0 lives left* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Player cannot lose enemy weapon go under screen area, he will lose one live point* | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Project/Camera set up with primitive for all gameplay objects* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Player can move and can’t leave game area* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Object randomly spawn from top of the screen* * *Player could change weapon by 1/2/3 keyboard keys* * *When player weapon collides with another enemy it disappears* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Primitive object and background replaced to 3D assets* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Player lives and wined partis score is printing in log console* * *Logic of party winning and losing is implemented* * *Enemy goes under screen area would take 1 life point of player* | | |  | | --- | | *mm/dd* | |
| **#6** | |  | | --- | | * *Added sounds effects and particles* | | |  | | --- | | *mm/dd* | |
| **#7** | |  | | --- | | * *UI showing party score and lives* | | |  | | --- | | *mm/dd* | |
| **#8** | |  | | --- | | * *UI showing start screen and game end screen* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Sound effect of changing player weapon* * *Animation of changing player weapon* * *Live Boost when 3 same parties played right* * *Super boost when 5 same parties played right* * *Player could stop game by pressing pause button* * *Player could change weapon by pressing icons on screen* | | |  | | --- | | *mm/dd* | |

# Project Sketch

