Project Design Document

Andrei G
3/1/2022

Project Concept

1

Player Control

You control a

Keyboard

in this

top down

game

where

typing romaji

makes the player

destroy falling Kanji

2

Basic Gameplay

During the game,

Kanji symbols

appear

from

The top of the screen

and the goal of the game is to

Type the romaji spelling of the Kanji symbol

3

Sound & Effects

There will be sound effects

when the Kanji are destroyed

and particle effects

when the Kanji are destroyed

[*optional*] There will also be

4

Gameplay Mechanics

As the game progresses,

More Kanji symbols appear

making it

difficult to get them all correct

[*optional*] There will also be

hints 2 seconds before they disappear

5

User Interface

The

Score

will

Increase

whenever

A Kanji is correctly identified

At the start of the game, the title

Isekai Kanji

will appear

and the game will end when

3 Kanji symbol spelling are wrong

6

Other Features

Will have a Anime image in the background and maybe a Anime song will play

Project Timeline

Milestone	Description	Due
#1	Set up the camera and the scene	3/8/2022
#2	Make a list of 80 Kanji from JLPTN1 and make them fall from top	3/15/2022
#3	Add a type box and a score to work and destroy the falling kanji	3/22/2022
#4	Main menu with Start, Quit and Kanji List and meaning, Game Over	3/29/2022
#5	Add difficulty, changing background Image and music	4/5/2022
Backlog	Whenever a Kanji is destroyed have an anime face below the score make ahegao faces and sounds	4/12/2022

Project Sketch