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| Project Design Document | |  | | --- | | *03/14/2021*  Andrey Algin | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | single starship | | in this   |  |  | | --- | --- | | Space-themed multidirectional shooter arcade | game | |
|  | where   |  | | --- | | Computer keyboard (arrows and space button) | | makes the player   |  | | --- | | move and shoot in an asteroid field | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | Asteroids and saucers | appear | | from   |  | | --- | | edges of the screen in | |
|  | and the goal of the game is to   |  | | --- | | shoot and destroy the asteroids and saucers, while not colliding with either, or being hit. | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | laser guns, asteroid explosions | | and particle effects   |  | | --- | | asteroid shards | |
|  | [*optional*] There will also be   |  | | --- | | annoying saucers hovering sound | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | player gains score and loses life points | | making it   |  | | --- | |  | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | Score and lives | | will   |  | | --- | | change | | whenever   |  | | --- | | player destroys or being destroyed by environment and saucers | |
|  | At the start of the game, the title   |  |  | | --- | --- | | level announcement | will appear | | | and the game will end when   |  | | --- | | life points are running out | |

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| 6 **Other Features** |  | |  | | --- | |  | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | Установка инструментов разработки. Подготовка игровых ресурсов: спрайтов и звуковых эффектов. Составление сцены. | | |  | | --- | | 03/10 | |
| **#2** | |  | | --- | | Программирование основной игровой логики: управление игроком и создание астероидов | | |  | | --- | | 03/11 | |
| **#3** | |  | | --- | | Добавление осколков после уничтожения астероидов | | |  | | --- | | 03/12 | |
| **#4** | |  | | --- | | Внедрение анимации и звуковых эффектов | | |  | | --- | | 03/13 | |
| **#5** | |  | | --- | | Введение в игру летающей тарелки. Оформление сопроводительной документации. Загрузка проекта в GitHub. | | |  | | --- | | 03/14 | |
| **Backlog** | |  | | --- | |  | | |  | | --- | |  | |

# Project Sketch

