Project Design Document

Project Concept

1

Player Control

You control a

transportation worker

in this

side view

game

where

mouse clicks (or drag and drops or throws)

makes the player

put objects into the office

2

Basic Gameplay

During the game,

office worker information

appear

from

bottom left of the screen

and the goal of the game is to

get a high score while matching the needs of the office before the time runs out.

3

Sound & Effects

There will be sound effects

when you put objects on the door (correct / incorrect), when you throw items inside the office (correct / incorrect), when you start and finish the decorations. SFX for the timer

and particle effects

when objects are thrown inside (correct / incorrect)

[*optional*] There will also be

Timer tick tock SFX. background music

4

Gameplay Mechanics

As the game progresses,

More and more office needs are added

making it

harder to match everything correctly

[*optional*] There will also be

bonus objects that may add or remove score points when put correctly / incorrectly

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5

User Interface

The

timer and score

will

decrease

whenever

the player picks something wrong

At the start of the game, the title

Supplies I demand

will appear

and the game will end when

timer runs out

6 Other Features	*The objects in the offices start to comedically fill up the rooms. At the beginning you will have an office theme (paper company, call center, sports newspaper company etc).*

Project Timeline

Milestone	Description	Due
#1	- *Camera, office rooms placeholders*	*mm/dd*
#2	- *Player can place (by dragging) objects on door (or office exterior)*	*mm/dd*
#3	- *Player will throw objects inside*	*mm/dd*
#4	- *Office information (list of needs) shows up and checks for correct / incorrect objects*	*mm/dd*
#5	- *Added timer and highscore (timer decreases, high score increases)*	*mm/dd*
#6	- *Add gameover contrition*	*mm/dd*
#7	- *Player moves to next office room when list is complete (endless or countable amount)*	*mm/dd*
#8	- *UI elements. Add timer, add highscore*	*mm/dd*
#9	- *Player rewarded with timer bonus when he completes a room (time bonus increases with every correct addition to the room)*	*mm/dd*
#10	- *Add SFX for object put and throw. Add SFX for correct and incorrect. Add SFX for list complete.*	*mm/dd*

#11	- *Added particles*	*mm/dd*
#12	- *Add music*	*mm/dd*
#13	- *Add start and gameover screen*	*mm/dd*
#14	- *Add menu*	*mm/dd*
Backlog	- *Bonus items added (donuts, toy guns, snacks etc)* - *Office worker inside office* - *Office theme*	*mm/dd*

Project Sketch

timer

highscore

other room
other room

list of objects need

Can place objects here

Can throw objects from here

Inventory with available