

Project Design Document

03/10/2024
Pegboard Cannon

Project Concept

1 Player Control

You control a cannon in this side view game where timed horizontal movement makes the player navigate across the screen

2 Basic Gameplay

During the game, cannonball packs appear on the map, offering opportunities to collect more ammo.

and the goal of the game is to accurately shoot cannonballs into blue pockets while avoiding the red ones. Success is achieved by skillfully navigating the cannon to score points through precise limited shots.

3 Sound & Effects

There will be sound effects when shooting a cannonball, picking up cannonballs, and scoring. and particle effects accompany shooting a cannonball and scoring.

4 Gameplay Mechanics

As the game progresses, cannon horizontal movement increases, making it more challenging to precisely land cannonballs.

5 User Interface

The score will increase whenever cannonballs enter blue pockets.

At the start of the game, the title Pegboard Cannon will appear and the game will end when the player runs out of cannonballs.

Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none">◆ Project/Camera set up with primitive objects for all gameplay objects.◆ Set up map obstacles and pockets.◆ Timed cannon movement.◆ Player can shoot cannonballs.	03/10
	<ul style="list-style-type: none">◆ When cannonballs enter the pockets, they get destroyed, earning points upon striking blue pockets.◆ Cannonball pack pickup	03/11
#2	<ul style="list-style-type: none">◆ Cannonballs object pooling◆ Cannonballs pack pickup object pooling..	03/12
#3	<ul style="list-style-type: none">◆ Show remaining cannonballs in the UI.◆ Show score in the UI.◆ Text and button in the Game Over UI.	03/13
#4	<ul style="list-style-type: none">◆ Replace placeholder objects with final 3D assets.◆ Replace placeholder sprites with final 2D assets.◆ Sound effects when shooting and scoring.◆ Animation when cannon shoots.	03/14

Project Sketch

