Project Design Document

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Project Concept

1

Player Control

You control a

Rabbit

in this

Top Down

game

where

Arrow Keys

makes the player

Go left and right

2

Basic Gameplay

During the game,

wolves

appear

from

The top of the screen in straight lanes

and the goal of the game is to

Get to the carrot basket while dodging the wolves

3

Sound & Effects

There will be sound effects

Of oncoming wolf howls each time a wolf appears

and particle effects

Happy chime music once the bunny reaches the carrot basket

[*optional*] There will also be

Sad defeating music if the bunny is attacked by the wolf

4

Gameplay Mechanics

As the game progresses,

More wolves will start appearing and running at a faster pace

making it

difficult for the bunny to dodge them

[*optional*] There will also be

5

User Interface

The

timer

will

decrease

whenever

As more wolves start to appear

At the start of the game, the title

"Help the bunny!"

will appear

and the game will end when

The bunny gets to the carrot basket

6 Other Features	The wolves will only run in a straight line. The bunny will dodge them by moving left or right.

Project Timeline

Milestone	Description	Due
#1	Set up the art and assets. Make the camera have a top down game view.	9/20
#2	Add incoming wolves at random time from the top of the screen	10/5
#3	Make the bunny controllable by the user and able to navigate the screen	10/20
#4	Add sound effects for the 3 events and add a timer on the screen	11/5
#5	Increase the speed and frequency of the wolves as the game progresses	11/20
Backlog	- Make the screen flash red and white when last 1 minute is remaining - Add a Wolf Boss that can run in 2 lanes	12/5

Project Sketch

TIMER

TARGET
(carrot Basket)

OBSTACLES
(wolves running in lanes)

W

W

W

W

Background Scroll

PLAYER
(Bunny)