| **Project Design Document** | | *08/19/2024*  Alvin | | --- | |
| --- | --- | --- |

| **Project Concept** | | | |
| --- | --- | --- | --- |
| **1** **Player Control** |  | You control a   | *Ball (Player)* | | --- | | in this   | *third-person view 3D* | game | | --- | --- | |
|  | where   | *Keyboard* | | --- | | makes the player   | *roll around and jump* | | --- | |

| **2** **Basic**  **Gameplay** |  | During the game,   | *obstacles and power ups and a balloon* | appear | | --- | --- | | from   | *the beginning of a game (usually on the ground, but can also be from walls. Balloon drops down from above* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | and the goal of the game is to   | *Keep the balloon from touching the ground* | | --- | | |

| **3** **Sound**  **& Effects** |  | There will be sound effects   | *when either player touches the balloon, when you touch/use a power up, when balloon touches the ground* | | | --- | --- | | and particle effects   | *When balloon touches the ground (pops), when* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *background music, and there will be a “time is almost up” ticking sound when there’s 5 seconds left. There will also be a whistle when the time is officially up.* | | | --- | --- | | |

| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   | *The time will decrease. Power ups will appear…* | | | --- | --- | | making it   | *…easier for you to get to the balloon, or affect the balloon;s trajectory to make it harder for the opponent.* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *Obstacles that prevent you from getting to the ball, and certain items that will affect the balloon’s trajectory (i.e. hair dryer that blows balloon away)* | | | --- | --- | | |

| **5** **User**  **Interface** |  | The   | *score* | | --- | | will   | *change* | | --- | | whenever   | *the balloon touches the ground* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | At the start of the game, the title   | *“Balloon Keep Up Championships”* | will appear | | --- | --- | | | and the game will end when   | *The player exits the main menu (one game will end when the time is up, whoever has the most “ground touches” wins)* | | | --- | --- | |

| **6** **Other Features** |  | | *If balloon is not projected upwards (i.e. hit at a horizontal or even downward angle, you forfeit the point)* | | | --- | --- | | |
| --- | --- | --- | --- | --- | --- |

# **Project Timeline**

| **Milestone** | **Description** | **Due** |
| --- | --- | --- |
| **#1** | |  | | --- | | | *mm/dd* | | --- | |
| **#2** | |  | | --- | | | *mm/dd* | | --- | |
| **#3** | |  | | --- | | | *mm/dd* | | --- | |
| **#4** | |  | | --- | | | *mm/dd* | | --- | |
| **#5** | |  | | --- | | | *mm/dd* | | --- | |
| **Backlog** | |  | | --- | | | *mm/dd* | | --- | |

# **Project Sketch**