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| **Project Design Document** | |  | | --- | | *24/10/2023*  Luke Waterhouse | |

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| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1**  **Player Control** |  | You control a   |  | | --- | | *car* | | in this   |  |  | | --- | --- | | *top down* | game | |
|  | where   |  | | --- | | *arrow keys* | | makes the player   |  | | --- | | *move across lanes.* | |

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| **2**  **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *cars, trees & debris* | appear | | from   |  | | --- | | *top of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *goal of the game.* | | |

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| **3**  **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *engine, crash & beeping* | | and particle effects   |  | | --- | | *fires for crashes and effects for powerups* | |
|  | [*optional*] There will also be   |  | | --- | | *smoke from damaged car* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **4**  **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *more obstacles appear* | | making it   |  | | --- | | *harder to get higher scores* | |
|  | [*optional*] There will also be   |  | | --- | | powerups that can give certain abilities for a short time | | |

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| **5**  **User**  **Interface** |  | The   |  | | --- | | *lives* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *the player hits something.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *motor mash* | will appear | | | and the game will end when   |  | | --- | | *all lives have been taken away* | |

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| **6**  **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

**Project Timeline**

|  |  |  |
| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *basic gameplay* | | |  | | --- | | *11/10* | |
| **#2** | |  | | --- | | * *obstacles* | | |  | | --- | | *11/15* | |
| **#3** | |  |  | | --- | --- | | |  | | --- | | * *powerups and lives* | | | |  | | --- | | *11/20* | |
| **#4** | |  | | --- | | * *user interface* | | |  | | --- | | *11/30* | |
| **#5** | |  | | --- | | * *finished product* | | |  | | --- | | *12/17* | |

**Project Sketch**

