|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *mm/dd/yyyy*  Nguyen Dinh Bach | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Cube* | | in this   |  |  | | --- | --- | | *Behind* | game | |
|  | where   |  | | --- | | *WADS or Arrow key and Space* | | makes the player   |  | | --- | | *Move to the sides* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Obstacles and bridge* | appear | | from   |  | | --- | | *Mid or right or left Ground* | |
|  | and the goal of the game is to   |  | | --- | | *Avoid obstacles and get high score* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Collision with obstacles* | | and particle effects   |  | | --- | |  | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More obstacle and speed up* | | making it   |  | | --- | | *Difficult to avoid obstacles* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | *Speed* | | will   |  | | --- | | *increase* | | *increase/decrease* | | whenever   |  | | --- | | *Cube move* | | *Cube speed up or down* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Select level Screen* | will appear | | | and the game will end when   |  | | --- | | *Collision with obstacle* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *High Score , Level , Restart this game ,..* | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Make Player/Camera and Environment* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Collision and player interact* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Game Mechanic* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Game Balance* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Fix bug and Clean code* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# Project Sketch