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| Project Design Document | |  | | --- | | *03/02/2003*  Student Name: Mikhail Ivanov | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Astronaut* | | in this   |  |  | | --- | --- | | *Top down* | game | |
|  | where   |  | | --- | | *Keyboard>Joytokey* | | makes the player   |  | | --- | | *walk around the world* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Aliens* | appear | | from   |  | | --- | | *All directions* | |
|  | and the goal of the game is to   |  | | --- | | *pick up enough energy from killing aliens to fill up gauge* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *An alien dies, gun Is fired, walking* | | and particle effects   |  | | --- | | *when alien or player Is hit, alien or player death, picking up energy* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More aliens* | | making it   |  | | --- | | *Difficult to manage enemy hordes* | |
|  | [*optional*] There will also be   |  | | --- | | *Fuel canisters to regen health off some enemies* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *Energy is picked up* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *will appear* | will appear | | | and the game will end when   |  | | --- | | *When all energy is collected* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Can restart game* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Camera set up* | | * *primitive objects for all gameplay objects* | | |  | | --- | | *1/25* | |
| **#2** | |  | | --- | | * *Player movement only in play area* | | |  | | --- | | *2/1* | |
| **#3** | |  | | --- | | * *objects and enemies spawning randomly.* * *when a player gets attacked by an enemy there is a collision, they bounce.* * *when player touches fuel or energy it is destroyed* | | |  | | --- | | *2/7* | |
| **#4** | |  | | --- | | * *primitive objects and background replaced with real 3D assets* | | |  | | --- | | *2/14* | |
| **#5** | |  | | --- | | * *Health / Game over mechanic programmed, but not added to UI = just confirmed logs to console* | | |  | | --- | | *2/21* | |
| **#6** | |  | | --- | | * *Particle and sound effects implemented* | | |  | | --- | | *2/28* | |
| **Backlog** | |  | | --- | | * *High score board allows you to input initials and save your score* | | |  | | --- | | *3/5* | |

# Project Sketch

Alien

player