| Project Design Document | | *18/07/2023*  Brendon fisk | | --- | |
| --- | --- | --- |

| Project Concept | | | |
| --- | --- | --- | --- |
| 1 **Player Control** |  | You control a   | *fighter* | | --- | | in this   | *Side view fighting* | game | | --- | --- | |
|  | where   | *U use the keys on the keyboard like wasd tr, all the arrow keys and 1,2 on the number pad* | | --- | | makes the player   | *Move and attack* | | --- | |

| 2 **Basic**  **Gameplay** |  | During the game,   | *U try and beat the other player* |  | | --- | --- | | from   | *Either side depending where u are or what player u are* | | --- | |
| --- | --- | --- | --- | --- | --- | --- |
|  | and the goal of the game is to   | *Kill the other player* | | --- | | |

| 3 **Sound**  **& Effects** |  | There will be sound effects   | *Music, slashes* | | --- | | and particle effects   | *Blue lighting like effects for player 1*  *Dark smoke like effects for player 2* | | --- | |
| --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   |  | | --- | | |

| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   | *You lose health if you have been hit or the other player has taken damage from your attacks* | | --- | | making it   | *effect of gameplay mechanic* | | --- | |
| --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   |  | | --- | | |

| 5 **User**  **Interface** |  | The   | *health* | | --- | | will   | *decrease* | | --- | | whenever   | *A player takes damage from the other* | | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | At the start of the game, the title   | *Menu* | will appear | | --- | --- | | | and the game will end when   | *The other player is defeated* | | --- | |

| 6 **Other Features** |  | | *There's only basic movement like jumping and left and right movement, when u start the game from the menu it will count down and begin the match.* | | --- | |
| --- | --- | --- | --- |

# 

# Project Timeline

| Milestone | Description | Due |
| --- | --- | --- |
| **#1** | | * *Functional feature(s) by milestone #1* | | --- | | | *mm/dd* | | --- | |
| **#2** | | * *Functional feature(s) by milestone #2* | | --- | | | *mm/dd* | | --- | |
| **#3** | | * *Functional feature(s) by milestone #3* | | --- | | | *mm/dd* | | --- | |
| **#4** | | * *Functional feature(s) by milestone #4* | | --- | | | *mm/dd* | | --- | |
| **#5** | | * *Functional feature(s) by milestone #5* | | --- | | | *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

