

# Project Design Document

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## Project Concept : Cheeky Critters

### 1 Player Control

You control a	animal	in this	game
where	Dragging and releasing the slingshot	makes the player	Launch the character towards targets

### 2 Basic Gameplay

During the game,	Various targets and structures	appear	from	Different areas of the screen, but in front of the player
and the goal of the game is to				
Destroy enemy targets, cause as much destruction as possible by using precise aiming				

### 3 Sound & Effects

There will be sound effects	and particle effects
Launch sounds, impacts and character reactions	Explosions, sparks from impacts
[optional] There will also be	
Dependent on time left, debris form impacts instead of fading the structures/objects from the game once struck. Possibly also character abilities	

### 4 Gameplay Mechanics

As the game progresses,	making it
Level becomes more challenging through intricate structures/blockers and more enemies being spawned	More engaging and requiring more strategic planning
[optional] There will also be	
Dependent on timeframe, character special abilities for using during gameplay	

### 5 User Interface

The	will	whenever
score	increase	The player successfully destroys targets and meets level objectives
At the start of the game, the title		
Cheeky Critters		
will appear		
and the game will end when		
Level is completed, or all players lives used		

## 6 Other Features

The game will feature humorous animations and exaggerated facial expressions to enhance the dark humor aspect.

## Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none"><li>- Basic slingshot and impact mechanics</li><li>- Basic character animations and states (neutral, launched, flying, impact)</li><li>- Basic structure code logic and enemy spawning</li></ul>	Day 1 - 3
#2	<ul style="list-style-type: none"><li>- QA on impact and level/structure logic</li><li>- Refining and building upon level design and structures</li><li>- Sounds effects for launching, impacts and reactions</li><li>- Particle effects</li></ul>	Day 3 - 7
#3	<ul style="list-style-type: none"><li>- Character and enemy damage animations</li><li>- Level difficulty tiers with more complex levels and challenges</li></ul>	Day 8 - 9
#4	<ul style="list-style-type: none"><li>- UI and Menu</li><li>- Game music</li><li>- Conduct extensive play testing and debugging</li></ul>	Day 10 - 12
#5	<ul style="list-style-type: none"><li>- Optimise performance and finalise project</li><li>- Powerpoint and presentation prep work</li></ul>	Day 12 - 14
Backlog	<ul style="list-style-type: none"><li>- Additional player and enemy character types</li><li>- More levels than the base requirements</li><li>- Debris and special abilities</li></ul>	TBD

## Project Sketch

