

Project Design Document

Reference: air xonix

Project Concept

1
Player Control

You control a

spaceship

 in this

top down

game

where

moving the player

 makes the player

close fields

2
Basic Gameplay

During the game,

enemies

appear

 from

the ground

and the goal of the game is to

close at least 70% of the open fields

3
Sound & Effects

There will be sound effects

whenever a field is closed
when you die
finish stage

 and particle effects

when you explode
finish stage

[optional] There will also be

fireworks

4
Gameplay Mechanics

As the game progresses,

we level up stages

 making it

harder

[optional] There will also be

more enemies, that moving faster

5
User Interface

The

score/lives

 will

increase/decrease

 whenever

you close a field/ when you died 3 times

At the start of the game, the title

"welcome noob"

 will appear

and the game will end when
when you died 3 times

6
Other Features

speed boost, explode enemy boost, shield
make the game league of legends theme

Project Timeline

Milestone	Description	Due
#1		
#2		
#3		
#4		
#5		
Backlog		

Project Sketch