|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *07/11/2023*  Prefer to keep name private | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Above the world camera* | | in this   |  |  | | --- | --- | | *3rd Person* | game | |
|  | where   |  | | --- | | *Mouse left clicks*  *Holding right click and moving cursor Scroll wheel* | | makes the player   |  | | --- | | *Selects an animal to display its information and actions to do on them Displaces camera around world zooms in and out* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Animals wander in the farm* | appear | | At   |  | | --- | | *The farm area* | |
|  | and the goal of the game is to   |  | | --- | | *To nourish and caress the animals when their hunger and happiness status are "hunger" and "sad".* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Animal’s specific sounds when status changes* | | and particle effects   |  | | --- | | *Insects* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *No particular changes as game progresses* | | making it   |  | | --- | | *Just a game to click and nourish/pet animals, to show OOP principles applied* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Animals’ info panel* | | will   |  | | --- | | *Show up* | | whenever   |  | | --- | | *The player selects an animal* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *And a text field to name the farm* | will appear | | | and the game will end when   |  | | --- | | *when the player has no more heart points* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Scenario* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Ball aim, throw and reload* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Trajectory* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Trash can random position* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *VFX et SFX* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - different scenes* * *Feature on backlog - boss checking If player Is working* * *Feature on backlog - switch from throwing papers to 'working'* | | |  | | --- | | *mm/dd* | |

# Project Sketch

Veg

Veg

Veg

Animal

Animal

Animal

Animal

Animal

Tree