Project Design Document

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Project Concept

1

Player Control

You control a

Bat

in this

Third Person

game

where

Left/Right/Up/Down or WASD keys

makes the player

Fly left/right/up/down

2

Basic Gameplay

During the game,

Berries and insects

appear

from

In front of the player in a premade level

and the goal of the game is to

Collect as many food Items as possible by avoiding obstacles and before time runs out

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3

Sound & Effects

There will be sound effects

When food is collected, when time gets close to running out and when time runs out

and particle effects

When food is collected, and around speed boosts

[*optional*] There will also be

Background music, a wing flap animation when flying upwards, berries spin animation

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4

Gameplay Mechanics

As the game progresses,

The player can collect food

making the

Food disappear

[*optional*] There will also be

A speed boost powerup to make the player go faster

5

User Interface

The

Score

will

Increase

whenever

Food is collected

At the start of the game, the title

Maya the Bat

will appear

and the game will end when

The player touches the ground or time

		runs out

6 **Other Features**	Timer on screen showing time left Camera Is always behind player Player can't go out of bounds of the level Obstacles will stun the player and cause them to lose height

MVP Details

Essential Features	1. Player files forward automatically and changes direction in response to input. 2. The camera follows the player and stays behind them 3. The level loads as expected. The player collides with trees, terrain, and the level boundary. 4. When the player touches a berry, it disappears and the score Increases in the UI. 5. When the player hits the ground the game ends 6. Timer is shown in UI and decreases. When time reaches 0 the game ends 7. Sound effects play when a berry Is collected and timer runs out
B- Level Features	1. There are insects that fly around and are harder to catch 3. There is a main menu screen to begin play 4. There is a game over screen that allows the player to go back to the main menu or retry 5. A wing flap animation plays when player Is going up 6. There is a speed boost power up
A- Level Features	1. There are at least 2 additional levels to progress to 2. There Is a cooperative two player option 3. The high scores are saved and displayed at the end of the game

Project Timeline

Milestone	Description	Due
Alpha	- Level is created with basic assets to represent player and game objects. - Player moves based on player input and collides with environment objects - Player cannot leave level - Food can be collected and Increases score on UI - Insects move as expected - Obstacles stun the player	31/10

Beta	- Timer counts down and Is displayed In UI - Game over screen implemented - Speed boost Implemented - Proper assets used - Animations, particle effects, and sound effects included	28/11
Submission	- Finalse placement of objects In levels - Implement two player functionality - Main menu can be used to select levels or two player option - Scores are saved and can be accessed In menu	12/12
Backlog	- A competitive race level In two player mode	??

Project Sketch