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| Project Design Document | |  | | --- | | *03/08/2020*  *CH* | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | Bird | | in this   |  |  | | --- | --- | | Perspective camera with third person view | game | |
|  | where   |  | | --- | | *WS*  *AD*  *Left Shift*  *BC*  *SPACE* | | makes the player   |  | | --- | | *Makes the bird flap harder/less hard*  *Turns the bird*  *Move the bird forward*  *Activates beak and claw respectively*  *Play/Pause* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Seed boxes are* | Collected | | from   |  | | --- | | *Furniture around the house* | |
|  | and the goal of the game is to   |  | | --- | | *Survive by eating seed* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Thud when dropping seed*  *Happy chirp on feed meter filled* | | and particle effects   |  | | --- | | *Seed falls onto floor emitted from dropped box*  *Particles disappear as eaten* | |
|  | [*optional*] There will also be   |  | | --- | | *water sound and shower effect if bird uses sink/shower* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Seed boxes will be hidden* | | making it   |  | | --- | | *harder to find food for flying energy* | |
|  | [*optional*] There will also be   |  | | --- | | *If showering Implemented, have hygiene bar too.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Food & Hygiene bars* | | will   |  | | --- | | *decrease*  *increase* | | whenever   |  | | --- | | *with time*  *with eating/showering* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Bird Simulator 2020* | will appear | | | and the game will end when   |  | | --- | | *Bird has no more energy/is too dirty* | |

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| 6 **Other Features** |  | |  | | --- | | *Menu for chapter selection*  *Story mode:*  *Level one - learn to fly (bedroom only)*  *Level two - learn to eat visible seed boxes (bedroom only)*  *Level three - open cage and cupboards/drawers to find food (bedroom only)*  *Level four - (if taps Implemented) take a shower (bathroom only)*  *Free play:*  *Get achievements (full house)*  *Stretch goals:*  *Achievements, find all showering spots, find all food caches*  *Make nicer cage and bird*  *Storytelling between levels* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Player control and solid walls, no animations, (level 1) and menu* | | |  | | --- | | *07/08* | |
| **#2** | |  | | --- | | * *Seed spawning and consumption in visible places (level 2)* | | |  | | --- | | *12/08* | |
| **#3** | |  | | --- | | * *Interact with cupboards and drawers. Seed now in hidden locations (level 3)* | | |  | | --- | | *19/08* | |
| **#4** | |  | | --- | | * *Animations and sound for the above + free play mode spawning* | | |  | | --- | | *21/08* | |
| **#5** | |  | | --- | | * *Hunger bar and scoring system* | | |  | | --- | | *26/08* | |
| **#6** | |  | | --- | | * *Achievements, room clutter and finetune features* | | |  | | --- | | *01/08* | |
| **Backlog** | |  | | --- | | * *~~Showering (level 4)~~* * *Nicer cage and bird assets* * *Cutscenes* | | |  | | --- | | *02/09* | |

# Project Sketch

Seed

Seed

Seed

** ** **

# Notes

## TODO

Animation: Need to revisit so idles don't happen when beak is full -test

Box fall sound - play from camera instead so that it is audible. Try PlayOneShot

Seedbox object

## DOING

## DONE

PlayerController now checks if collision is on bottom of bird (e.g. is bird walking). Walk speed should be slower.

Load/SaveProgress

1st Milestone

2nd Milestone

Cage needs colliders

Turn baked lighting back on for builds (Baked global Illumination)

3rd Milestone

4th Milestone

5th Milestone

Sometimes when letting go of seed, physics goes a bit mad.

Try adding a thin collider just above whole floor to fix jammed on floorboard issue. - Fixed by changing forward to absolute

Finetune player control and difficulty - controls changed add life hardness.

Hop when walking and trigger for on ground is a bit odd - try changing to measure distance to object below

Disable player control (including partial) when eating/bathing/in tutorial -test

6th Milestone