

# Project Design Document

## Project Concept

### 1 Player Control

You control a

Shooter

in this

Carnival

game

where

arrow keys and space

makes the player

aim and shoot.

### 2 Basic Gameplay

During the game,

Boxes

appear

from

the sides.

and the goal of the game is to

shoot rings inside the boxes.

### 3 Sound & Effects

There will be sound effects

when you shoot, and when you hit a target.

and particle effects

[optional] There will also be

Environmental fair noise.

### 4 Gameplay Mechanics

As the game progresses,

Boxes will be faster and time will run out

making it

Harder to win a prize.

[optional] There will also be

### 5 User Interface

The

Score

will

Increase

whenever

the player get a ring inside a box

At the start of the game, the title

Carnival rings

will appear

and the game will end when

Time runs out or the player hit 3 rings in the same box

### 6 Other Features

The player will win a giant Panda bear if it ~~has~~ gets 3 rings in the same box