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 gets 3 rings in the same box

Project Timeline

Milestone	Description	Due
#1	Get one box to count in a UI	mm/dd
#2	Shoot an object from the screen to a crosshair	mm/dd
#3	Get boxes to move	mm/dd
#4	Prettysy the environment	mm/dd
#5	Get sounds working	mm/dd
Backlog	UI menu, difficulty	mm/dd

Project Sketch