Project Design Document

Project Concept

1 Player	You control a Shooter		in this Carnival game			
Control	where makes the			Continue Comment of the attended about a continue continue continue and and a succession of the continue and the continue continu		
	arrow keys and space gim and shoot.					
2	During the game,		The state of the s	from		
Basic Gameplay	Boxes		appear	The property of the control of the c		
	and the goal of the game is to					
	shoot rings inside the boxes					
3	There will be soun	nd effects	and	particle effects		
3 Sound & Effects	when you shoot, and when					
	you hit a target.					
	[optional] There will also be					
	Environmental Fair noise.					
					`	
4 Gameplay Mechanics	As the game progresses, making it					
	Boxes will be Faster and Harder to win a Prize.					
	[optional] There will also be					
_	The	will	whe	never		
5 User	500/e	increase	the	player get a	ring inside	
Interface	At the start of the game, the title		a_	box	Action A care a	
	Carnival rings will appear			and the game will end when Time rons out or the Player Hit 3 rings in the same box		
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,				termings on an annual tryphone	man a contractive man and a second second productive	
6 Other	The player will win a giant Panda bear if it was gets 3 rings in the same box					
Features						