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| **Project Design Document** | |  | | --- | | *17/08/2021*  Daniel Francisco | |

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| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | | *Plane* | | in this   |  |  | | --- | --- | | *Top-down* | game | |
|  | where   |  | | --- | | *Left and right keys* | | makes the player   |  | | --- | | *Turn left and right* | |

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| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Missiles* | appear | | from   |  | | --- | | *Out of screen* | |
|  | and the goal of the game is to   |  | | --- | | *Collect coins* | | |

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| --- | --- | --- | --- | --- | --- |
| **3** **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When coin is collected and when missile hit player* | | and particle effects   |  | | --- | | *When missile destroys player and when player collect coin* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| --- | --- | --- | --- | --- | --- |
| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More missiles appear* | | making it   |  | | --- | | *Harder to collect coins without exploding* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| **5** **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *Increase* | | whenever   |  | | --- | | *A coin is collected* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Money Collector* | will appear | | | and the game will end when   |  | | --- | | *All the coins have been collected* | |

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| **6** **Other Features** |  | |  | | --- | |  | |

# **Project Timeline**

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| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *Set up camera and size of map* | | |  | | --- | | *17/08* | |
| **#2** | |  | | --- | | * *Set up player controls. place coins around the map* | | |  | | --- | | *18/08* | |
| **#3** | |  | | --- | | * *Make missiles* | | |  | | --- | | *19/08* | |
| **#4** | |  | | --- | | * *Make score system* | | |  | | --- | | *20/08* | |
| **#5** | |  | | --- | | * *Make UI* | | |  | | --- | | *21/08* | |
| **Backlog** | |  | | --- | |  | | |  | | --- | | *dd/mm* | |

# **Project Sketch**