Project Design Document

09/10/2024 Dhiganth Rao Padamnoor

Project Concept

1	You control a i		n this			
• Player	Plane side		side view		game	
Control	where make		makes the pl	es the player		
	Arrow keys Move		Move up and	e up and down		
2 Basic Gameplay	During the game,		from			
	walls		appear	pear Already on screen		
	and the goal of the game is to					
	Navigate through the holes in the walls to reach the end.					
3 Sound & Effects	There will be sound effects			and particle effects		
	Flappy bird sound when plane moves through wall			none		
& Lifects						
	[optional] There will also be					
	none					
4 Gameplay Mechanics	As the game progresses,			making it		
	There will be smaller holes in walls or the holes will be such that the plane			Harder to pass through, but not impossible		
	needs to swerve more intensely					
	[optional] There will also be					
	none					
		_				
5	The	will	whene			
User Interface	score	e increase		The plane passes through the hole in the wall		
	At the start of the game, the title and the game will end when					
	"FlappyPlane" will appear			No end, set the highest score possible		
	1-	sppc			1	

Any other notes about the project that you don't feel were addressed in the above.

Project Timeline

Milestone	Description	Due
#1	- Set physics for plane	10/10
#2	- Conceptualize hole creation logic	10/20
#3	- Make sure hole creation logic does not create "impossible" holes	10/30
#4	- Set hole creation logic	11/10
#5	- Cleanup and addition of sound effects	11/20
Backlog	 Different plane models Option to set custom sound effect on hole passage Leaderboard with friends 	TBD

Project Sketch

