

Project Design Document

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Project Concept

1

Player Control

You control a in this
where makes the player

2

Basic Gameplay

During the game, appear from
and the goal of the game is to

3

Sound & Effects

There will be sound effects and particle effects
[optional] There will also be

4

Gameplay Mechanics

As the game progresses, making it
[optional] There will also be

5

User Interface

The will whenever
At the start of the game, the title will appear

6

Other
Features

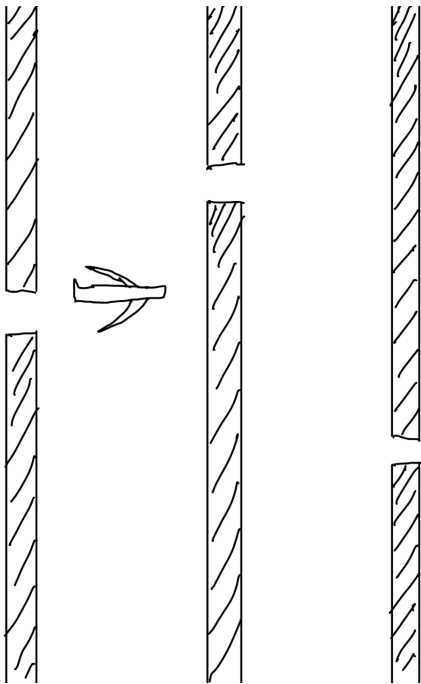
Any other notes about the project that you don't feel were addressed in the above.

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	<ul style="list-style-type: none">- Different plane models- Option to set custom sound effect on hole passage- Leaderboard with friends	TBD

Project Sketch

Floppy Plane



Score: 001