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| Project Design Document | |  | | --- | | *07/22/2021*  *Dian Juge* | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | Taxi Car | | in this   |  |  | | --- | --- | | *Top Down* | game | |
|  | where   |  | | --- | | *WASD or Arrow ---user input type* | | makes the player   |  | | --- | | *UP DOWN LEFT RIGHT* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemies, Passengers, Animals* | appear | | from   |  | | --- | | *Top and sides of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Get the higher score you can* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Crash, Die, Speedup, Player Abilities* | | and particle effects   |  | | --- | | *Explosions,Move,Pick up passengers...* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *1.Pick up passengers to get scores.*  *2.Collide with enemies,animals could reduce player’s health*  *3.Pick up health item to regain health point.* | | making it   |  | | --- | | *effect of gameplay mechanic* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | *Life* | | *Life* | | will   |  |  | | --- | --- | | *increase* |  | | *decrease* |  | | *increase* |  | | whenever   |  | | --- | | *Send passengers to the destination.* | | *Collides with enemies,animals.* | | *Collides with health items.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Working title* | will appear | | | and the game will end when   |  | | --- | | *condition to end the game.* | |

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| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# Project Sketch