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| Project Design Document | |  | | --- | | *10/10/2021*  Sergey Golubev | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Mouse* | | in this   |  |  | | --- | --- | | *top view* | game | |
|  | where   |  | | --- | | *Mouse clicks* | | makes the player   |  | | --- | | *Destroy different objects* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Spiders and good insects* | appear | | from   |  | | --- | | *From four sides of the screen going to the different points and going back;* | |
|  | and the goal of the game is to   |  | | --- | | *Get a high score while not missing any spiders* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Sounds effects when you click on the bad or good objects* | | and particle effects   |  | | --- | | *Particle explosion when the object breaks* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music in our game/ Sounds of spider movement* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More and more objects spawn the time* | | making it   |  | | --- | | *Difficult track all of the objects we should be clicking* | |
|  | [*optional*] There will also be   |  | | --- | | *Different objects that spawn aside from the standards, that can act as powerups, and we can create combo tracker from more click* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase & decrease* | | whenever   |  | | --- | | *When the player click on the good or bad objects* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Clicks spiders* | will appear | | | and the game will end when   |  | | --- | | *We miss one of the good objects* | |

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| 6 **Other Features** |  | |  | | --- | | *We can restart the game & we can choose difficulty* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Change AI spiders, that they go out to the bounces after few movements* | | |  | | --- | | *10/11* | |
| **#2** | |  | | --- | | * *Add player hand animation* | | |  | | --- | | *10/12* | |
| **#3** | |  | | --- | | * *Add sounds effects, and background music* | | |  | | --- | | *10/13* | |
| **#4** | |  | | --- | | * *Start menu* * *Game over text* * *Restart game ability* | | |  | | --- | | *10/14* | |
| **#5** | |  | | --- | | * *Particle effects when destroy enemy objects* | | |  | | --- | | *10/15* | |
| **Backlog** | |  | | --- | | * *Good insects, that will be alive* * *Spiders attack to good insects* * *-* | | |  | | --- | | *10/16* | |

# Project Sketch