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| **Project Design Document** | |  | | --- | | *03/29/2024*  Edgard Romanovskiy | |

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| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | |  | | in this   |  |  | | --- | --- | | *isometric* | game | |
|  | where   |  | | --- | | *WASD / Controller Left Stick* | | makes the player   |  | | --- | | *move in 8 directions relative to the camera.* | |

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| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *enemies* | appear | | from   |  | | --- | | *around the screen bounds* | |
|  | and the goal of the game is to   |  | | --- | | *avoid enemies and stay alive as long as possible.* | | |

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| **3** **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *background music, enemy hit sound, player hit sound* | | and particle effects   |  | | --- | | *enemy despawn spark of purple particles, player damage spark of red particles.* | |
|  | [*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,   |  | | --- | | *a popup shows up allowing to pick upgrades which affect passive attributes such as health, speed or damage and enemies become more difficult.   New attacks to choose.* | | making it   |  | | --- | | *harder for the player to survive as time goes on.* | |
|  | [*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   |  | | --- | | *health* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *the player is in the attack range of the enemy and the enemy performs an attack.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Survival* | will appear | | | and the game will end when   |  | | --- | | *the player’s health reduces to 0* | |

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

# **Project Timeline**

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| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *Movement* * *Player Animation* * *Player Health System* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Enemy Movement (NavMesh)* * *Enemy Animation* * *Enemy Health System* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Enemy Spawning* * *Enemy Attack Player* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Enemy Progression* * *Bonus Pop-ups* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Title Screen* * *Game End* * *Restart Game* | | |  | | --- | | *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**