#### 12/06/2025 Emir Beşir

# **Project Design Document**

### **Project Concept**

1	You control a in this					
Player Control	monkey Top		Top-down		game	
	where makes the player					
	WASD and space Mov		Move and a	e and attack other monkeys		
2	During the game,		from			
Basic Gameplay	monkeys		appear	appear Edges of the screen		
. ,	and the goal of the game is to					
	Protect the campfire from other monkeys and survive as long as you can					
3	There will be sound effects and particle effects					
Sound	A monkey is hit, a monkey dies, a spear			A monkey is hit, a monkey dies and a		
& Effects	has launched and game over spear has launched					
	[optional] There will also be Subtle campfire sound, with night ambient background sound					
	Saste campine soc	THORETT DUCKE				
4	As the game progre	esses	mak	ing it		
Gameplay Mechanics	Monkeys will run faster to campfire			Harder to survive		
	[optional] There will also be					
	description of any other gameplay mechanic(s) and their effect on the game.					
5	The will		when	whenever		
User Interface	timer	timer increase		ong as player survives	Ĵ.	
interrace	And the fell of the state of th					
	At the start of the g			he game will end wi		
	Monk'eud	will app	1 1 '	player survives for 5 p fire has extinguishe		

Ability to change monkey costume in the title screen

## **Project Timeline**

Milestone	Description	Due
#1	- Project setup and github repo	12/06
#2	- Player control and spear launching	12/06
#3	- Random enemies spawning from edges, moving towards the campfire	13/06
#4	- Spear damaging monkeys and enemies attacking campfire	14/06
#5	- UI, SFX, VFX and polishing	17/06
Backlog	_	

#### **Project Sketch**

