

# 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   
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

*Ability to change monkey costume in the title screen*

## Project Timeline

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

## Project Sketch

