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| Game Design Document  ***A Veggie Nightmare*** |  |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | frightened running kid | | in this   |  |  | | --- | --- | | 2D action platformer | game | |
|  | where   |  | | --- | | touches on the screen | | make the player   |  | | --- | | - jump / double jump (touch on a UI button, right-down corner of the screen): one touch makes the player jump, double touch makes the player double-jump.  - attack (any touch on the screen): the player tosses a sharp object towards the touch position. | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | evil vegetables and fruits | appear | | from   |  | | --- | | the right side of the screen | |
|  | and the goal of the game is to   |  | | --- | | reach the finish line without dropping dead from the veggies’ attacks | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | |  | | and particle effects   |  | | --- | |  | |
|  | [optional] There will also be   |  | | --- | |  | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | health pickups will appear | | making it   |  | | --- | |  | |
|  | [optional] There will also be   |  | | --- | | obstacles such as high platforms / walls, being a must for the player to make a double jump (double touch on the screen) | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | |  | | will   |  | | --- | |  | | whenever   |  | | --- | |  | |
|  | At the start of the game, the title   |  |  | | --- | --- | | A VEGGIE NIGHTMARE | will appear | | | and the game will end when   |  | | --- | |  | |

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| 6 **Other Features** |  | |  | | --- | |  | |

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# Project Structure

**Assets:**

- Audio

- Materials

- Models

- Prefabs:

- Characters: Player and Enemies

- Pickups

- Managers

- Scenes:

*\* Landing*

*\* Level 1*

*\* Level 2*

*\* Level 3*

- Scripts:

- Attributes:

**\*** *Health.cs*

**\*** *HealthBar.cs*

- Core

**\*** *GameManager.cs*

- Control

*\* EnemyController.cs*

*\* PlayerController.cs*

*\* PickupController.cs*

- UI

\* *LandingController.cs*

*\* HUDController.cs*

*\* GameOverController.cs* (controla el UI del canvas cuando pierde)

*\* GameEndController.cs* (controla el UI del canvas cuando gana)

- UI:

- Fonts

- Images

# Project Timeline

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| --- | --- | --- | --- | --- |
| Milestone | Description | | Due | |
| **#1** | |  | | --- | | * GDD * Sketch: level design * Project’s UML diagram * Models * Project’s structure | | | |  | | --- | | *28/4 - 29/4* | | |
| **#2** | |  | | --- | | * Player controller: automatic forward movement, touch input, jump and attack, follow camera (Cinemachine), animations. | | | |  | | --- | | *2/5 - 6/5* | | |
|  | |  | |
| **#3** | |  | | --- | | * Enemy controller: movement, inheritance for different kind of enemies, prefab variants. * Player’s Health controller * Game Manager | | | |  | | --- | | *9/5 - 13/5* | | |
| **#4** | |  | | --- | | * HUD * HUD Controller * Landing Scene * Game Over Scene * Persistent data (score saved in JSON format/Player Prefs) | | | |  | | --- | | *16/5 - 20/5* | | |
| **#5** | |  | | --- | | * Release: bug fixes, deployment to Google Play Store, Itch.io publication * Documentation: ReadMe | | | |  | | --- | | *23/5 - 27/5* | | |
| **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* | | |

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# Bugs



# Project Sketch