

Project Design Document: Golf Range Simulator

- Created at: 09 October 2022
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Project Concept

1. Player Control

You control a **missile launcher** in this **side view** game where **the mouse location** makes the player **adjust the aim of the missile launcher**.

2. Basic Gameplay

During the game, **astroids** appear from **top of the screen** and the goal of the game is to **shoot at the asteroids as they fall from the sky before they hit the earth**.

3. Sounds & Effects

There will be sound effects **of explosions when an asteroid is hit** and particle effects **of fireworks when the asteroid is hit as well**. (optional) There will also be **the same sound effects and the same particle effects of a different color when the asteroids hit the earth**.

4. Gameplay Mechanics

As the game progresses, **the asteroids appear in random locations and faster**, making it **harder as the game progresses**. (optional) There will also be **an easy, medium, and hard mode that determine the starting frequency of the asteroids**.

5. User Interface

The **score will increase whenever a projectile launched from the missile launcher hits an asteroid**. At the start of the game, the title **Not Another Asteroid Game!!** will appear and the game will end when **an asteroid hits the earth**.

6. Other Features

N/A

Project Timeline

Milestone #1

Due: 10/09

Description: - Full set of features built out - Background and ground images added

Milestone #2

Due: 10/09

Description: - Game published

Project Sketch

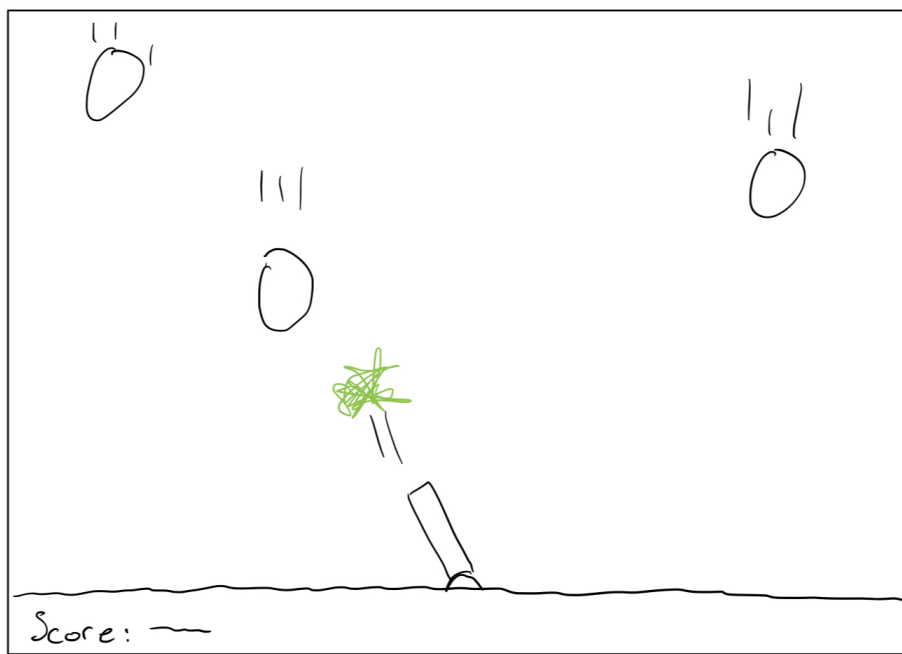


Figure 1: Project sketch