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| Project Design Document | |  | | --- | | *29/08/2024*  Rafa Esparza | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Ball* | | in this   |  |  | | --- | --- | | *Front* | game | |
|  | where   |  | | --- | | *Keyboard* | | makes the player   |  | | --- | | *Move horizontally* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Ball* | appear | | from   |  | | --- | | *Up of the table* | |
|  | and the goal of the game is to   |  | | --- | | *Set the ball in the correct position to drop it on the board and basket it.* | | |

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *if the ball lands on the target.* | | making it   |  | | --- | | *Count 1.* | |
|  | [*optional*] There will also be   |  | | --- | | *The counter UI Is updating when the player scores.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *when ball lands on the target.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Are you ready?* | will appear | | | and the game will end when   |  | | --- | | *I hope you'll be back soon!* | |

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

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# Project Sketch

Interfaz de usuario gráfica, Texto, Chat o mensaje de texto

Descripción generada automáticamente