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| Project Design Document | |  | | --- | | *23/03/2022*  Gary Mayfield | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *humanoid* | | in this   |  |  | | --- | --- | | *Side view* | game | |
|  | where   |  | | --- | | *Arrow keys* | | *Space bar* | | makes the player   |  | | --- | | *Move left and right* | | *Jump* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemies* | appear | | from   |  | | --- | | *Offscreen* | |
|  | and the goal of the game is to   |  | | --- | | *Reach the end of the level* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *when hit by an enemy*  *when obtaining a power up* | | and particle effects   |  | | --- | | *when hit by an enemy* | |
|  | [*optional*] There will also be   |  | | --- | | *Use light to attack the enemy* | | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More platforming* | | *More enemies* | | making it   |  | | --- | | *harder* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *player light* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *when hit by an enemy* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Luma* | will appear | | | and the game will end when   |  | | --- | | *when the light has run out* | |

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| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Project/camera set up* * *Basic primitives for game objects* | | |  | | --- | | *03/30* | |
| **#2** | |  | | --- | | * *Light linked to character health* * *Decreases when hit by enemy* | | |  | | --- | | *04/06* | |
| **#3** | |  | | --- | | * *Better models for character and enemies* | | |  | | --- | | *04/13* | |
| **#4** | |  | | --- | | * *Sound effects and particle effects* | | |  | | --- | | *04/20* | |
| **Backlog** | |  | | --- | | * *Start menu* | | |  | | --- | | *04/27* | |

# Project Sketch