Project Design Document

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Project Concept

1

Player Control

You control a

Plane

in this

isometric

game

where

up / down arrow keys

makes the player

Makes the plane go up and down to pass through

2

Basic Gameplay

During the game,

Huge walls with a small opening

appear

from

area(s) of the screen

and the goal of the game is to

navigate through the huge walls and reach the end

3

Sound & Effects

There will be sound effects

No

and particle effects

no

[*optional*] There will also be

no

4

Gameplay Mechanics

As the game progresses,

Using the up/down arrow keys the player should navigate through the huge walls and reach the end

[*optional*] There will also be

no

5

User Interface

The

No score/lives/timer are kept

will

And distance is not tracked

whenever

score/lives/timer does not change.

At the start of the game, the title

Nothing

will appear

and the game will end when

There are just finite number of obstacles as of now and once the user passess through them, he is free to do anything

6 Other Features	Any other notes about the project that you don't feel were addressed in the above.

Project Timeline

Milestone	Description	Due
#1	- **Make the plane go forward**	*04/02*
#2	- **Slow the plane down to a manageable speed**	*04/02*
#3	- **Make the plane tilt only if the user presses the up/down arrows**	*04/02*
#4	- **Reposition camera so it's beside the plane** - **Make the camera follow the plane**	*04/02*
#5	- **Create a script that spins the plane's propeller**	*04/02*
Backlog	- *no*	

Project Sketch

Plane

GameObject Moves in
a forward direction

Using up/down arrow keys,
user can navigate the plane
to avoid hitting obstacles