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| Project Design Document | |  | | --- | | *07/27/2024*  Habner Gabryel | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Trash can* | | in this   |  |  | | --- | --- | | *Right and left* | game | |
|  | where   |  | | --- | | *User hold left/right button* | | makes the player   |  | | --- | | *Move to direction clicked.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Paper balls and spoiled food* | appear | | from   |  | | --- | | *Right and left of view* | |
|  | and the goal of the game is to   |  | | --- | | *Collect only paper balls, adding a counter points and having lifes* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Crumpled paper sound when a ball are collected and a fart sound when a spoiled food are collected* | | and particle effects   |  | | --- | | *Yellow Light explosion when paper are collected* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More objects will spawn after the player collect a lot of paper balls* | | making it   |  | | --- | | *Increasing the speed of objects* | |
|  | [*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   |  | | --- | | *counter* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *Paper balls will collect* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *separating the trash* | will appear | | | and the game will end when   |  | | --- | | *Player collect a spoiled food* | |

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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** | |  | | --- | | *Add movement for the player* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | *Add goals objects and bad objects* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | *Add game over when bad object are collected* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | *Add count when goal object are collected* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | *Increase speed and spawn when score are bigger then 10* | | |  | | --- | | *mm/dd* | |
| **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* | |

# Project Sketch