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| Project Design Document | |  | | --- | | *11/07/2024*  Habner Gabryel | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *kaiak* | | in this   |  |  | | --- | --- | | *top Down* | game | |
|  | where   |  | | --- | | *Setas e cliques do mouse* | | makes the player   |  | | --- | | *Se mover e interagir com objetos* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | Durante o jogo,   |  |  | | --- | --- | | *Rampas, pedras e bandeiras* | aparecem | | de   |  | | --- | | *Topo da tela* | |
|  | and the goal of the game is to   |  | | --- | | *Rampar e pegar bandeiras o máximo possível e desviar de pedras* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Quando rampar, pegar bandeira ou colidir com pedras* | | and particle effects   |  | | --- | | *Quando rampar, pegar bandeiras ou colidir com pedras* | |
|  | [*optional*] There will also be   |  | | --- | | *Som de correnteza com uma música.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Mais pedras aparecerão* | | making it   |  | | --- | | *Dificultando a passagem e pegar mais bandeiras ou rampar* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *O jogador pegar uma bandeira ou saltar em rampas* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Não aparece* | will appear | | | and the game will end when   |  | | --- | | *Uma pedra atinge o jogador* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Possibilidade de restart, aparecerá um texto dizendo ao jogador qual tecla deve pressionar para recomeçar* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Criar o mapa;* * *Adicionar kaiak;* * *Adicionar câmera.* | | |  | | --- | | *11/07* | |
| **#2** | |  | | --- | | * *Adicionar controles ao kaiak;* * *Adicionar objetos;* | | |  | | --- | | *12/07* | |
| **#3** | |  | | --- | | * *Adicionar colisão as pedras;* * *Adicionar salto em rampas;* * *Adicionar coleta de bandeiras;* | | |  | | --- | | *15/07* | |
| **#4** | |  | | --- | | * *Adicionar animação de salto;* * *Adicionar pontuação por salto;* | | |  | | --- | | *17/07* | |
| **#5** | |  | | --- | | * *Adicionar animação de coleta de bandeira;* * *Adicionar pontuação por bandeira;* * *Adicionar animação de colisão com pedras;* | | |  | | --- | | *18/07* | |
| **Backlog** | |  | | --- | | * *Adicionar start game;* * *Adicionar restart;* * *Adicionar aumento de dificuldade;* * *Adicionar ranking de score;* | | |  | | --- | | *20/07* | |

# Project Sketch

