

Project Design Document

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Samantha Haddock

Project Concept

1

Player Control

You control a

graffiti artist

in this

side view

game

where

arrow keys

makes the player

move all directions

2

Basic Gameplay

During the game,

cops

appear

from

offscreen

and the goal of the game is to

finish each painting before the cops appear

3

Sound & Effects

There will be sound effects

spray paint noises, cop car noises

and particle effects

spray paint

[optional] There will also be

rats that have health packs

4

Gameplay Mechanics

As the game progresses,

complex canvases are introduced

making it

more difficult to finish the level

[optional] There will also be

extra points for covering enemy tags

5

User Interface

The

lives

will

decrease

whenever

cops appear

At the start of the game, the title

"Street Painter"

will appear

and the game will end when

the story is complete

6

Other Features

there are visual novel elements and multiple endings as well as a map to complete (levels)

Project Timeline

Milestone	Description	Due
#1	- Functional feature(s) by milestone #1	mm/dd
#2	- Functional feature(s) by milestone #2	mm/dd
#3	- Functional feature(s) by milestone #3	mm/dd
#4	- Functional feature(s) by milestone #4	mm/dd
#5	- Functional feature(s) by milestone #5	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