

Project Design Document

10/18/2025
Happy Tony

Project Concept

1

Player Control

You control a

Tank

in this

isometric

game

where

Space bar

makes the player

To shoot and left and right arrow moves

2

Basic Gameplay

During the game,

Enemy

appear

from

the front side

and the goal of the game is to

Shoot the enemies and protect the border lines

3

Sound & Effects

There will be sound effects

For the shooting, when the enemy tank collides with the shell, when the Enemy collide with Player

and particle effects

For the shooting, Enemy explosion, Player Explosion (Game Over)

[optional] There will also be

Background music during the game, there will be more enemy types (Tanks, Human)

4

Gameplay Mechanics

As the game progresses,

The difficulty level increases

making it

More enemy objects are spawn

[optional] There will also be

Speed of the game increases

5

User Interface

The

Scores

will

Increases

whenever

Based on destroying the enemies

At the start of the game, the title

Behind the enemy lines

will appear

and the game will end when

When one enemy come inside

6

Other
Features

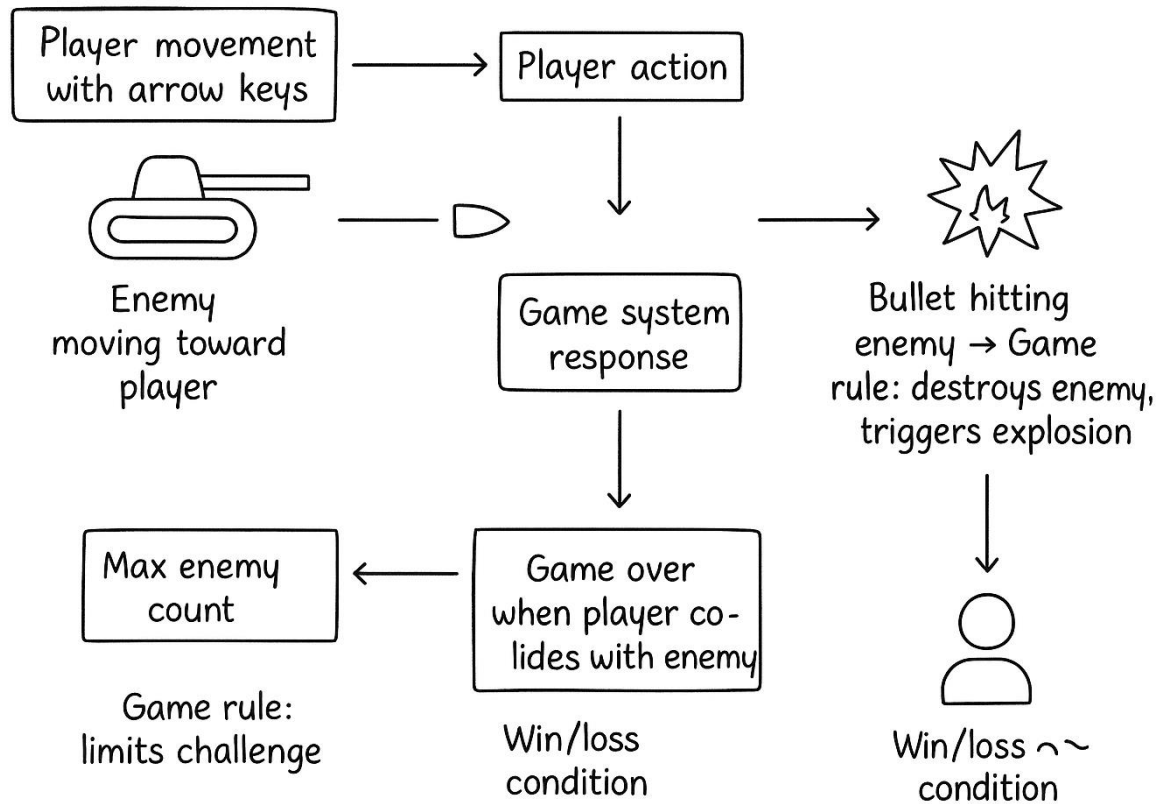
There is a slider to choose the difficulty level for the player. Game restart is possible at any point of time. Game can be paused using Esc Key.

Project Timeline

Milestone	Description	Due
#1	- Prepare the Project Design Document #1	10/13
#2	- Basic Gameplay #2	10/14
#3	- Sound and Effects #3	10/15
#4	- Gameplay Mechanics #4	10/16
#5	- User Interface #5	10/16
Backlog	- Implementation of improvements from User Testing 1 - Implementation of improvements from wider User Feedback 1 - Implementation of improvements from wider User Feedback 1	10/31

Project Sketch

The Game Mechanics can be summarized as below



The UI look can be as below

