

# 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

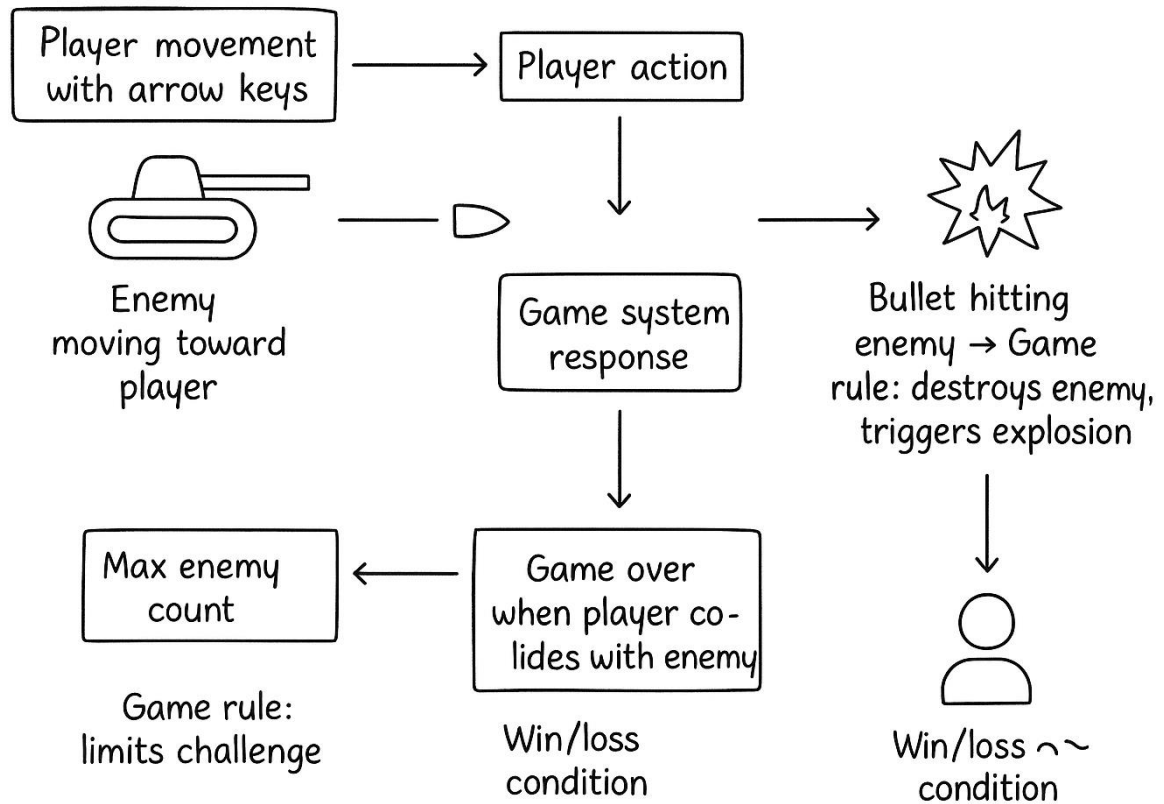
*There is a slider to choose the difficulty level for the player. Game restart is possible at any point of time. Game can be paused using Esc Key.*

## Project Timeline

Milestone	Description	Due
#1	- <i>Prepare the Project Design Document #1</i>	10/13
#2	- <i>Basic Gameplay #2</i>	10/14
#3	- <i>Sound and Effects #3</i>	10/15
#4	- <i>Gameplay Mechanics #4</i>	10/16
#5	- <i>User Interface #5</i>	10/16
Backlog	<ul style="list-style-type: none"><li>- <i>Implementation of improvements from User Testing 1</i></li><li>- <i>Implementation of improvements from wider User Feedback 1</i></li><li>- <i>Implementation of improvements from wider User Feedback 1</i></li></ul>	10/31

## Project Sketch

The Game Mechanics can be summarized as below



The UI look can be as below

