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| Project Design Document | |  | | --- | | *12/28/2024*  정현준 | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | 캐릭터(플레이어) | | in this   |  |  | | --- | --- | | 탑뷰 로그라이크 | game | |
|  | where   |  | | --- | | W,S,A,D (방향키) | | makes the player   |  | | --- | | 캐릭터으로 수평으로 이동할 수 있습니다. | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | 동물(근거리,원거리) | appear | | from   |  | | --- | | 화면 상단에서 플레이어를 향해 | |
|  | and the goal of the game is to   |  | | --- | | 플레이어를 공격하는 동물들을 처치하는 것. | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | 투사체 발사시 발사음 | | and particle effects   |  | | --- | | 스테이지 클리어후 보상 선택시 룰렛효과 | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | 스테이지 별로 맵과 스폰을 조절 | | making it   |  | | --- | | 계단식 난이도의 스테이지 | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | HP | | will   |  | | --- | | 감소 | | whenever   |  | | --- | | 동물들에게 공격을 허용시, 공격 종류에 따라 다른 데미지 | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *"* 농부의 전설 " | will appear | | | and the game will end when   |  | | --- | | 최종 스테이지 클리어시 승리,  플레이어 사망시 패배 | |

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| 6 **Other Features** |  | |  | | --- | | 캐릭터는 자동으로 상대방을 공격, 이동시에는 공격X, 정지시 공격시작.  동물들은 캐릭터를 추격해 공격, 원거리동물은 사거리 안으로 근접해서 공격시작.  스테이지 보상은 매번 다른 랜덤 보상. | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * 기본 프로젝트 정리 및 캐릭터 이동 개선 | | |  | | --- | | *12/28* | |
| **#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

