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| Project Design Document | |  | | --- | | *11/17/2020*  Emilia Hietikko | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Deer* | | in this   |  |  | | --- | --- | | *Third person view* | game | |
|  | where   |  | | --- | | *Keyboard and mouse* | | makes the player   |  | | --- | | *Move forward* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Different objects, rocks and campers* | appear | | from   |  | | --- | | *front* | |
|  | and the goal of the game is to   |  | | --- | | *Cause as much carnage as possible without dying to larger objects* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Screams from campers and collision sounds* | | and particle effects   |  | | --- | | *When hitting camps or other objects* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Large stones that kill you will appear more and more often* | | making it   |  | | --- | | *Harder to survive and hit objects that give score* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *The player hits objects* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Deery me* | will appear | | | and the game will end when   |  | | --- | | *The player hits a large stone and dies* | |

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| 6 **Other Features** |  | |  | | --- | | *The world will be circular shaped and infinite so you won’t fully see what’s incoming before you’re there. Multiple playable deers.* | |

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# Project Timeline

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| Milestone | Description | Due |
| **#1** | |  | | --- | | * *World and all the objects and characters created + camera* | | |  | | --- | | *12/12* | |
| **#2** | |  | | --- | | * *Movement and play area* | | |  | | --- | | *12/19* | |
| **#3** | |  | | --- | | * *Object random spawn in front of player, collisions with campers and other smaller objects* * *Death from large stones* * *Objects after being hit are thrown around* | | |  | | --- | | *1/9* | |
| **#4** | |  | | --- | | * *Infinite spawn of objects and world (circular shaped)* | | |  | | --- | | *1/16* | |
| **#5** | |  | | --- | | * *Death and game over screen* | | |  | | --- | | *1/28* | |
| **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

