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| Project Design Document | |  | | --- | | *07/08/2020*  Ikeban | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Truck* | | in this   |  |  | | --- | --- | | *isometric* | game | |
|  | where   |  | | --- | | *User click arrows* | | makes the player   |  | | --- | | *Move around map* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Sticks and stones and nails* | appear | | from   |  |  | | --- | --- | | *Around the maps* | | |
|  | and the goal of the game is to   |  | | --- | | *Pick them up and sell, but avoiding nails* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  |  | | --- | --- | | *Beeping and selling and tire hit* | | | and particle effects   |  |  | | --- | --- | | *Stars and money and smoke* | | |
|  | [*optional*] There will also be   |  |  | | --- | --- | | *Background music* | | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  |  | | --- | --- | | *More sticks and stones and nails spawn* | | | making it   |  |  | | --- | --- | | *Easier to earn money harder to avoid nails* | | |
|  | [*optional*] There will also be   |  |  | | --- | --- | | *Power ups to speed things up* | | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Live and score and time* | | will   |  | | --- | | *increase* | | whenever   |  |  | | --- | --- | | *Player hit nail or stick or stone* | | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Stick Picker”* | will appear | | | and the game will end when   |  |  | | --- | --- | | *Player run out of lives* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 6 **Other Features** |  | |  |  | | --- | --- | | *Restart game* | | | |

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Basic project structure in git with camera and box* | | |  | | --- | | *07/12* | |
| **#2** | |  | | --- | | * *Spawning objects around map and possibility to pick them up* | | |  | | --- | | *07/19* | |
| **#3** | |  | | --- | | * *Selling items and spawning bad nails* | | |  | | --- | | *07/26* | |
| **#4** | |  | | --- | | * *Sound effects and particles* | | |  | | --- | | *08/02* | |
| **#5** | |  | | --- | | * *Time limit, HUD and splash screen* | | |  | | --- | | *08/09* | |
| **Backlog** | |  | | --- | | * *Power ups* * *Remember best scores* | | |  | | --- | | *08/09* | |

# Project Sketch

