

Project Design Document

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Project Concept

1

Player Control

You control a

Orbital Cleaner

in this

Side View

game

where

Right left Arrows

makes the player

Change orbits (Orbits are determined by speed so faster is higher.)

2

Basic Gameplay

During the game,

debris

appear

from

Left or right of screen

and the goal of the game is to

goal of the game.

3

Sound & Effects

There will be sound effects

No Sound in space... perhaps sputnik beeps

and particle effects

Light burst, particles would need to follow orbit... so more junk not good

[optional] There will also be

description of any other expected special effects or animation in the project.

4

Gameplay Mechanics

As the game progresses,

*Fuel is used up
More mass of spacecraft*

making it

Hard to change orbits

[optional] There will also be

*Elliptical orbits,
More debris going opposite direction (way too fast dangerous)
Debris off plane (very fast but point)*

5

User Interface

The

Cleaned up mass

Fuel

will

increase

decrease

whenever

Debris is captured

Orbits changed

At the start of the game, the title

and the game will end when

	Leave Only Stardust	will appear	Player de-orbits
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6 Other Features	<p>Player chooses when to end game if there is enough fuel to deorbit. Otherwise it becomes junk.</p> <p>May add fun use junk as fuel concept.</p>
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Project Timeline

Milestone	Description	Due
#1	- Learn Orbital Mechanics (again)	mm/dd
#2	- Make project with basic controls and infinite scrolling background and collectable trash. (Normal physics)	mm/dd
#3	- Change to orbital Mechanics	mm/dd
#4	- Add scoring, fuel counters, mass, etc.	mm/dd
#5	- Add start screen, end screen etc.	mm/dd
Backlog	<ul style="list-style-type: none">- 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

