Project Design Document

Project Concept

1 **Player Control**		You control a		in this	
		Humanoid Character		*Flying Third Person Perspective*	game
		where		makes the player	
		Keyboard & Mouse		*move forward, backward, left, right,*	

2 **Basic Gameplay**		During the game,		from
		Planets	appear	*Specific spawn points in the environment*
		and the goal of the game is to		
		Discover the Solar System, where the game is a simulation of the solar system		

3 **Sound & Effects**		There will be sound effects	and particle effects
		None	*None*
		[*optional*] There will also be	
		None	

4 **Gameplay Mechanics**		As the game progresses,	making it
		Planets will move according to the gravity law	*Simulate the planet movement in the solar system*
		WASD keys	*For movement*
		Right mouse button	*Create meteor*
		Left Mouse Button	*Shoot the meteor*
		H	*Hide guide panel*
		Left CTRL	*Unlock the mouse cursor*
		Left Shift	*Increase flying speed*
		There will also be	
		The ability to shoot meteor, holding the right click of the mouse will create a meteor out of nowhere, the size and the mass of it will increase while holding the left click.	
		Pressing the left click of the mouse will shoot the meteor.	
		Releasing the right click without shooting will cancel the whole process	

5 **User Interface**	*There will be some button on the Up- left corner of the screen with the names of the planets on them, when clicking on them it will take the user to same planet as the button.*
	The bottom-left corner of the screen there will be a button to exit the game.
	The up-right corner of the screen there will be a text panel to guide the user for controls of the game