Project Design Document

19/07/2024
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Project Concept

1

Player Control

You control a

Cat's bowl

in this

side view / isometric

game

where

horizontal input keys

makes the player

Move left and right

2

Basic Gameplay

During the game,

types of objects

appear

from

area(s) of the screen

and the goal of the game is to

Collect the cat's food and avoid the bad item

3

Sound & Effects

There will be sound effects

Of good and bad Items

and particle effects

when food / shit hits the bowl

[*optional*] There will also be

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

4

Gameplay Mechanics

As the game progresses,

Items fall faster

making it

More difficult to avoid the shit

[*optional*] There will also be

description of any other gameplay mechanic(s) and their effect on the game.

5

User Interface

The

Score

will

increase

whenever

a good item gets collected.

At the start of the game, the title

Screen and controls

will appear

and the game will end when

*A bad Item landed in the bowl*

6 Other Features	At the end a won or lose screen is displayed where the game can be restarted, and points are shown.

Project Timeline

Milestone	Description	Due
#1	- *Functional feature(s) by milestone #1*	*mm/dd*
#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
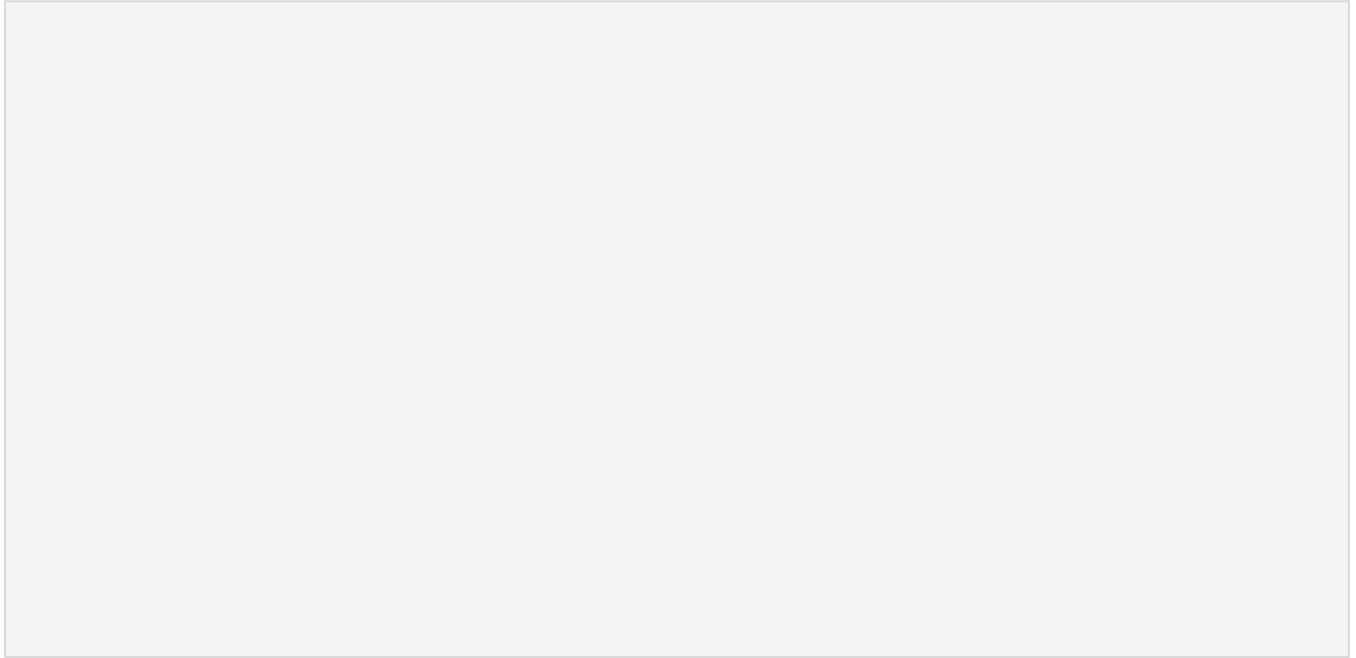
This document as markdown doc: [Markdown version of Unity Learn's project design document: https://learn.unity.com/tutorial/lab-1-personal-project-plan (github.com)](https://learn.unity.com/tutorial/lab-1-personal-project-plan)