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| Project Design Document | |  | | --- | | *19/07/2024*  Jana Weigel | |

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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* | |

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| 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* | | |

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| 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.* | | |

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| 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.* | | |

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| 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* | |

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

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# Project Timeline

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| --- | --- | --- |
| 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://gist.github.com/frankolson/d2ed619fd1f0e7f69eb0ed437f198c97)