

Project Design Document

mm/dd/yyyy

Project Concept

1

Player Control

You control a in this game
where makes the player

2

Basic Gameplay

During the game, appear from
and the goal of the game is to

3

Sound & Effects

There will be sound effects and particle effects
[optional] There will also be

4

Gameplay Mechanics

As the game progresses, making it
[optional] There will also be

5

User Interface

The will whenever
At the start of the game, the title and the game will end when
 will appear

6

Other Features

Project Timeline

Milestone	Description	Due
#1	-	mm/dd
#2	-	mm/dd
#3	-	mm/dd
#4	-	mm/dd
#5	-	mm/dd
#6	-	mm/dd
#7	-	mm/dd
Backlog	-	mm/dd

Project Sketch

