Project Design Document

Project Concept

1

Player Control

You control a

Spaceship

in this

top Down

game

where

touch/mouse

makes the player

Moves around space

2

Basic Gameplay

During the game,

Other spaceships and obstacles

appear

from

The top of the screen

and the goal of the game is to

Reach the end without being hit

3

Sound & Effects

There will be sound effects

Player hits something, get collectibles and win

and particle effects

The same as sounds

[*optional*] There will also be

A special particle will play when the level is finished

4

Gameplay Mechanics

As the game progresses,

The ship flies faster

making it

Harder to dodge obstacles

[*optional*] There will also be

5

User Interface

The

score

will

increase

whenever

The player get collectibles

At the start of the game, the title

RESCUE SHIP

will appear

and the game will end when

When the player collides

6

Other Features

Project Timeline

Milestone	Description	Due
#1	- *Player control*	*03/25*
#2	- *Obstacles appear and hit player, Score and collectibles*	*03/26*
#3	- *Game UI*	*03/27*
#4	- *Sounds and particles*	*03/27*
#5	- *Main Menu*	*03/27*

Project Sketch

SCORE

power up

CRASH
Loses