Project Design Document

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Code RPG

1 Player Control

You control a *Player* in this *top Down* game

where *Uses arrow keys* makes the player *Move up/down/sideways*

2 Basic Gameplay

During the game, *bugs/quest* appear from *glitches/people*

and the goal of the game is to *Beat copilot*

3 Sound & Effects

There will be sound effects

When you fix a bug: dying sound
When you fail: Sad trombone
When a bug spawns: Windows error sound

and particle effects

When you fix a bug: disintegrate
When you fail: teleport to latest spawn point

[*optional*] There will also be *When walking through a door the roof goes see through*

4 Gameplay Mechanics

As the game progresses, *You find tougher bugs and learn better skills* making it *Fun to continue grinding but not making to to difficult*

[*optional*] There will also be *Crafting custom tools / skills with items collected during quests*

5 User Interface

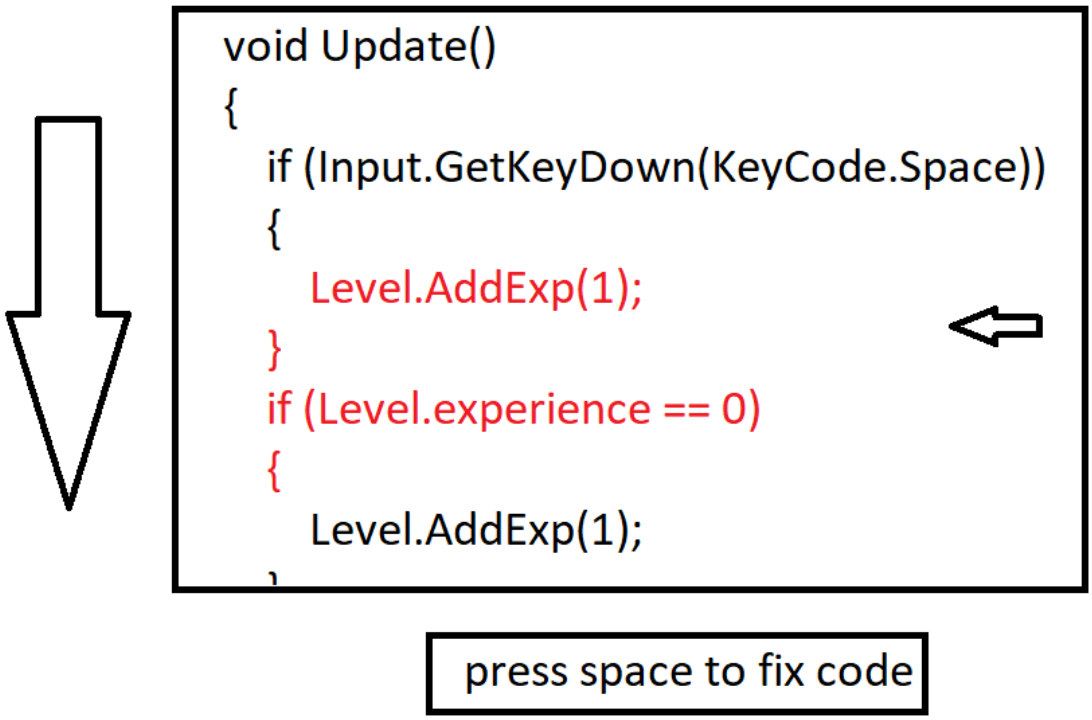
The *level* will *increase* whenever *You defeat multiple bugs*

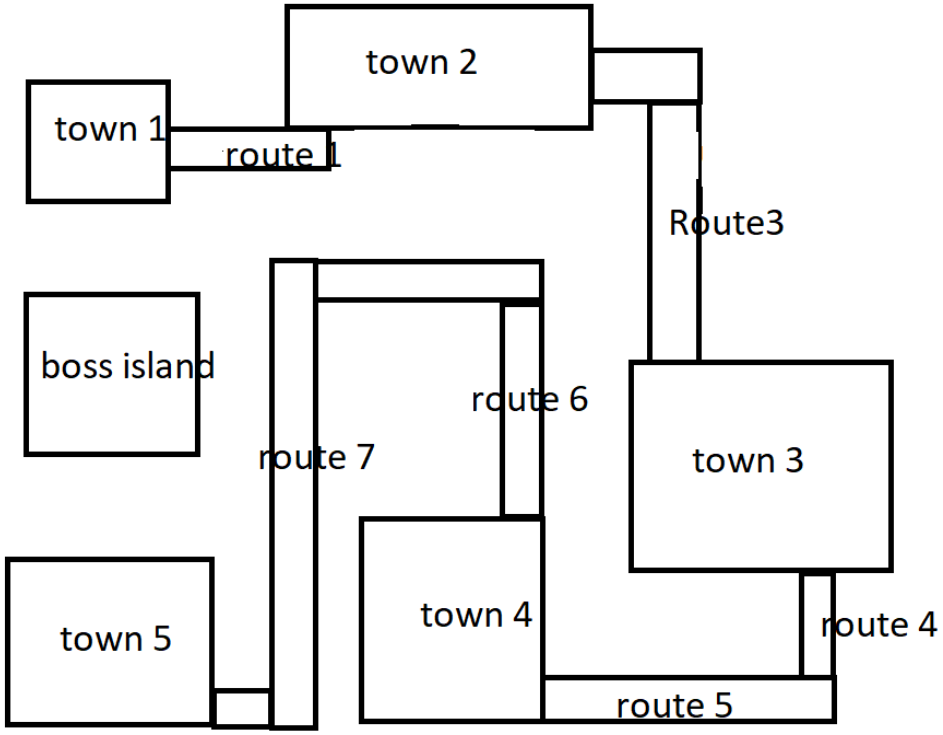
At the start of the game, the title *Code RPG* will appear and the game will end when *Beat copilot*

6 **Other Features**	*Opening in to the inventory* *A shopping market*

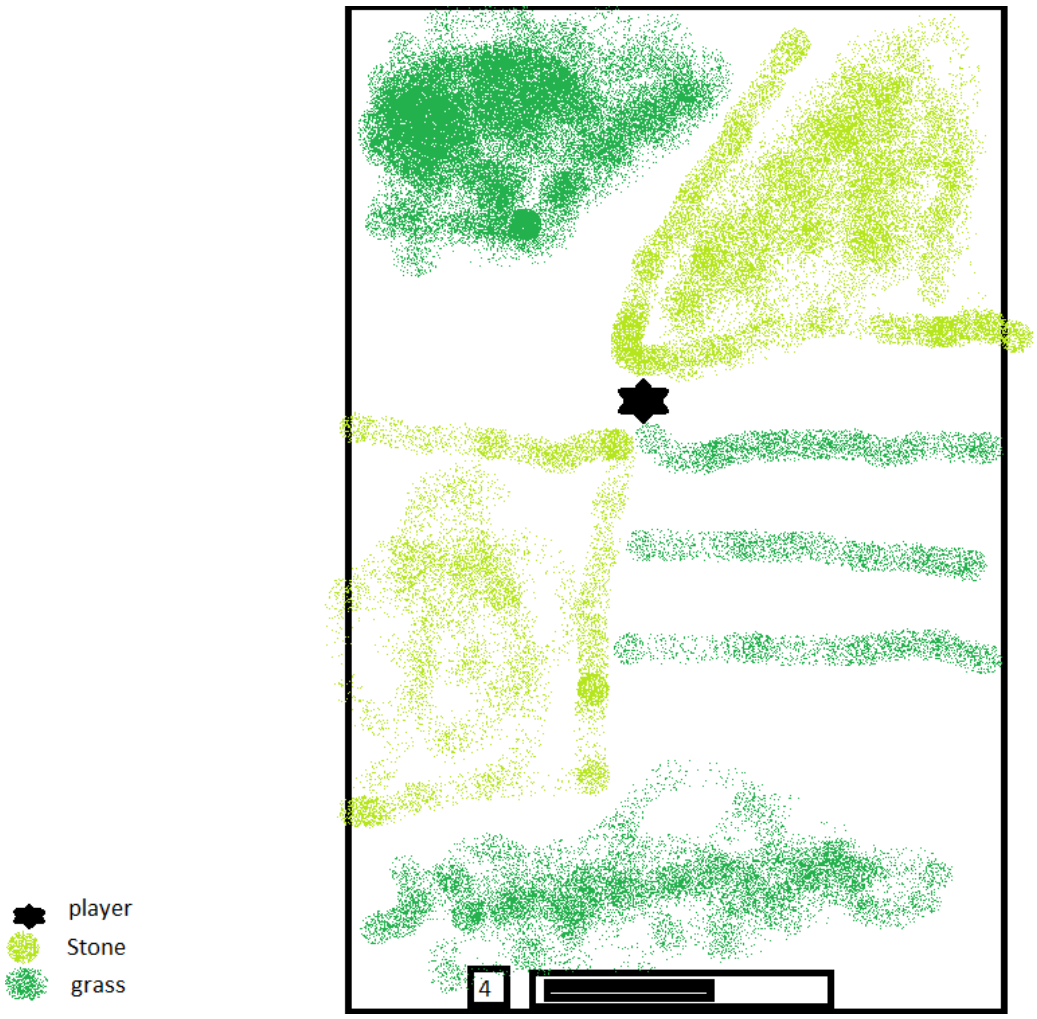
We are going to use Visual Studio code as ide because its used by many people and it has really good extension for C# ,C# is a general-purpose, high-level, versatile, easy-to-learn programming language that when combined with technologies such as Unity for game development creates a powerful developer and execution experience

Bug fight:




town 2
town 1
route 1
Route3
boss island
route 6
route 7
town 3
town 4
town 5
route 4
route 5

Route4:


player
Stone
grass
4