

Project Design Document

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Project Concept

1 Player Control	You control a		in this	
	Camera		First person	game
	where		makes the player	
	Mouse		Move in it local direction, in limited area	
2 Basic Gameplay	During the game,		from	
	3D: walls, floors, windows, doors, obstacles, acoustic panels		available	User interface
	and the goal of the game is to			
	Create a 3D room with all its elements. Place acoustic panels and observe how they affect the noise during virtual walk.			
3 Sound & Effects	There will be sound effects		and particle effects	
	Background music: white noise or any other constant noise.		3D sounds, if they appear, are placed anywhere in the room by user.	
	There will also be			
	The user hears how acoustic panels affect white noise and particular 3D sounds.			
4 Gameplay Mechanics	As the game progresses,		making it	
	The user model comes closer to the real room.		Ready to apply acoustic panels.	
	There will also be possible to			
	Create order with pre calculated costs of service.			
5 User Interface	Scenes:	Saving files:	Interfaces:	
	0: Title scene 1: Main menu 2: Tutorial 3: Room editor 4: Panels editor 5: Virtual walk 6: Order 7: End scene	Each scene allows to save the project.	Each scene has an appropriate interface depending on its purpose	

	At the start of the game, the title		and the game will end when
	<i>Welcoming title</i>	will appear	<i>A summary document is generated and saved</i>

6 Other Features	<i>Detecting unusual structures that affects the acoustics of a space.</i>
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Project Timeline

Milestone	Description	Due
#1	- <i>Functional feature(s) by milestone #1</i>	<i>mm/dd</i>
#2	- <i>Functional feature(s) by milestone #2</i>	<i>mm/dd</i>
#3	- <i>Functional feature(s) by milestone #3</i>	<i>mm/dd</i>
#4	- <i>Functional feature(s) by milestone #4</i>	<i>mm/dd</i>
#5	- <i>Functional feature(s) by milestone #5</i>	<i>mm/dd</i>
Backlog	- <i>Feature on backlog - not a part of the minimum viable product</i> - <i>Feature on backlog - not a part of the minimum viable product</i> - <i>Feature on backlog - not a part of the minimum viable product</i>	<i>mm/dd</i>

Project Sketch

