Programming Theory

Project Design Document

Project Concept

1

Player Control

You control a
Vehicle

in this
Side view

game

where
Arraw keys

makes the player
Drive

2

Basic Gameplay

During the game,
Obstacles

appear

from
The right (front) side

and the goal of the game is to
Do not destroy wehicle and reach the end of road.

3

Sound & Effects

There will be sound effects
Not sure yet

and particle effects
Smoke simulation, collision explosion

[*optional*] There will also be
TBS

4

Gameplay Mechanics

As the game progresses,
Difficulty increases

making it
Harder to drive

[*optional*] There will also be
TBS – some collectables

5

User Interface

The
Time

will
Decrease

whenever
Player drive ahead.

At the start of the game, the title
Take A Ride

will appear

and the game will end when
Player reach the end of road.

6

Other Features

TBS

Project Timeline

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