

# Project Design Document

mm/dd/yyyy  
Name

## Project Concept

1

### Player Control

You control a

*playerType*

in this

*top Down / side view / isometric*

game

where

*user input type*

makes the player

*description of player movement.*

2

### Basic Gameplay

During the game,

*types of objects*

appear

from

*area(s) of the screen*

and the goal of the game is to

*goal of the game.*

3

### Sound & Effects

There will be sound effects

*description of sound effects*

and particle effects

*description of particle effects*

[optional] There will also be

*description of any other expected special effects or animation in the project.*

4

### Gameplay Mechanics

As the game progresses,

*description of gameplay mechanic,*

making it

*effect of gameplay mechanic*

[optional] There will also be

*description of any other gameplay mechanic(s) and their effect on the game.*

5

### User Interface

The

*score/lives/timer*

will

*increase/decrease*

whenever

*condition to change score/lives/timer.*

At the start of the game, the title

*"Working title*

*will appear*

and the game will end when

*condition to end the game.*

6

### Other Features

*Any other notes about the project that you don't feel were addressed in the above.*

# 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