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| --- | --- | --- |
| Project Design Document | |  | | --- | | *10/02/2025*  Student Name | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *플레이어* | | in this   |  |  | | --- | --- | | *탑뷰* | game | |
|  | where   |  | | --- | | *키보드와 마우스* | | makes the player   |  | | --- | | *플레이어의 움직임은 상하좌우 및 선택 부분은 마우스 클릭* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *몬스터와 보스 등장* | appear | | from   |  | | --- | | *단일* | |
|  | and the goal of the game is to   |  | | --- | | *몬스터를 처치해서 플레이어를 성장 후 보스를 처리* | | |

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| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *찾아서 넣어보기* | | and particle effects   |  | | --- | | *찾아서 넣어보기* | |
|  | [*optional*] There will also be   |  | | --- | | *생각 해보기* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | |  | | making it   |  | | --- | |  | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 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.* | |

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| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *캐릭터 및 배경 디자인 찾기* | | |  | | --- | | *10/03* | |
| **#2** | |  | | --- | | *UI, 캐릭터 및 배경 배치* | | |  | | --- | | *10/05* | |
| **#3** | |  | | --- | | *플레이어와 적 몬스터 움직임 및 패턴 구현* | | |  | | --- | | *10/07* | |
| **#4** | |  | | --- | | *이펙트 추가 및 사운드 넣어보기* | | |  | | --- | | *10/08* | |
| **#5** | |  | | --- | | *최대한 마무리 해보기* | | |  | | --- | | *10/09* | |
| **Backlog** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |

# Project Sketch