Project Design Document

10/30/2019
June Kim

Project Concept

1

Player Control

You control a

Pool stick

in this

top down

game

where

left / right arrow keys and space

makes the player

rotate around white ball and hit the ball

2

Basic Gameplay

During the game,

no new objects

appear

from

and the goal of the game is to

get all the balls in the pockets

3

Sound & Effects

There will be sound effects

of hitting the ball, when balls collide, and applause for when you get a ball in

and particle effects

None

[*optional*] There will also be

Text to indicate whether it is player 1 or player 2's turn

4

Gameplay Mechanics

As the game progresses,

Nothing happens

making it

[*optional*] There will also be

5

User Interface

The

Timer

will

decrease (1 min)

whenever

each player gets a turn

At the start of the game, the title

8-Ball

will appear

and the game will end when

Either player gets all the balls in

6

Other Features

Project Timeline

Milestone	Description	Due
#1	- Set up scene with appropriate assets	11/6
#2	- Implement player (cue stick) control	11/13
#3	- Detect when all balls are stopped and reset cue stick	11/20
#4	- Implement two-player rules with timer	11/27
#5	- Add sound effects / texts	12/4
Backlog	- Add a different camera angle (not top down) - Implement strength control	12/11