Project Design Document

04/22/2022 Anastasia O.

Project Concept

Other

endless

1	You control a		in this				
Player Control	box		3rd person view		game		
	where makes the player						
			Move left ar	e left and right			
	During the game			from			
2 Basic Gameplay	During the game, Different balls		appear				
	and the goal of the game is to						
	Catch the falling balls in the box						
3 Sound & Effects	There will be sound effects			and particle effects			
	When the ball falls in the box and when it falls on the ground			When the ball falls on the ground			
	[optional] There will also be						
	Background music						
	As the game progre	sses.	mak	ing it			
4 Gameplay Mechanics	Every wave the spawning balls count and speed increases			More difficult to catch the ball			
	[optional] There will also be						
	The	will	when	ever			
5 User Interface	Score	increase		The player catches the ball in the box			
	At the start of the game, the title		and t	and the game will end when			
	Falling Balls	will app	ear It wil	l never end			
6	The player can only	move the box l	left and right.	The player doesn't have l	ives so the game is		

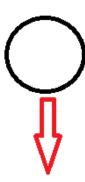
Features	

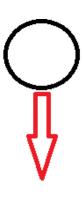
Project Timeline

Milestone	Description	Due
#1	- Project / Camera set up with primitive objects for all gameplay objects	
#2	- Player can drag the box to move left and right	
#3	 Balls spawn in random positions in waves, their count and speed increasing each wave Balls destroy after being collided with the box Balls add score points when collide with the box Balls destroy after laying on the ground for some time Implemented menu scene and gameplay scene 	
#4	- Primitive objects and background replaced real 3D assets	
#5	- Particle and sound effects implemented	
Backlog	- High Score board that allows you to input your initials and save scores	

Project Sketch

Score Text





Box, that player can drag