

# Project Design Document

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## Project Concept

1

### Player Control

You control a

*box*

in this

*3rd person view*

game

where

*Mouse click and drag left/right*

makes the player

*Move left and right*

2

### Basic Gameplay

During the game,

*Different balls*

appear

from

*The top of the screen*

and the goal of the game is to

*Catch the falling balls in the box*

3

### Sound & Effects

There will be sound effects

*When the ball falls in the box and when it falls on the ground*

and particle effects

*When the ball falls on the ground*

[optional] There will also be

*Background music*

4

### Gameplay Mechanics

As the game progresses,

*Every wave the spawning balls count and speed increases*

making it

*More difficult to catch the ball*

[optional] There will also be

-----

5

### User Interface

The

*Score*

will

*increase*

whenever

*The player catches the ball in the box*

At the start of the game, the title

*Falling Balls*

will appear

and the game will end when

*It will never end*

6

### Other

*The player can only move the box left and right. The player doesn't have lives so the game is endless*

## 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	<ul style="list-style-type: none"><li>- Balls spawn in random positions in waves, their count and speed increasing each wave</li><li>- Balls destroy after being collided with the box</li><li>- Balls add score points when collide with the box</li><li>- Balls destroy after laying on the ground for some time</li><li>- Implemented menu scene and gameplay scene</li></ul>	
#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

