|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *mm/dd/yyyy*  Student Name | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Schildpad* | | in this   |  |  | | --- | --- | | *side view* | game | |
|  | where   |  | | --- | | *Tussen het koraal* | | makes the player   |  | | --- | | *Een schildpad die door de koralen zwemt.* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Is het doel om tussen het koraal zo ver mogelijk te komen als schildpad* | appear | | from   |  | | --- | | *Fullscreen* | |
|  | and the goal of the game is to   |  | | --- | | *Zo ver mogelijk te komen, de coolste skins te halen* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Ja een ploep als je omhoog gaat* | | and particle effects   |  | | --- | | *Neinnnn* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *W en S W naar boven S naar beneden*  *Pgup en Pgdn up Naar boven Down naar benden* | | 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 en timer* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *.als je verder komt in het spel* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Ja daarna druk je start dan ga je naar het spel en daar kan je dan gaan spelen* | will appear | | | and the game will end when   |  | | --- | | *Als je een koraal raakt* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Dat je skins kan kiezen welke je aandoet ( voor het schildpad ) Met coins.* | |

# 

# 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

Afbeelding met pc-game, rif, tekenfilm, Strategievideogame

Automatisch gegenereerde beschrijving