|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *11/19/2019*  Ahmet Erdogan | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *A Player (A dier)* | | in this   |  |  | | --- | --- | | *Topside down* | game | |
|  | where   |  | | --- | | *Arrow keys (wasd)* | | makes the player   |  | | --- | | *Moveable and collectable* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Coins* | appear | | from   |  | | --- | | *anywhere* | |
|  | and the goal of the game is to   |  | | --- | | *Collect all coins and defeat the enemies(do not collide with enemy)* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Of obtained coins* | | and particle effects   |  | | --- | | *Yellow some particle effects* | |
|  | [*optional*] There will also be   |  | | --- | | *background music* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More and more enemies spawn over time* | | making it   |  | | --- | | *More difficult to stay alive* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *Increase* | | whenever   |  | | --- | | *the player gets coin* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Survivor* | will appear | | | and the game will end when   |  | | --- | | *Player hits an enemy* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *We can restart the game.* | |

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *- Project / Camera set up with primitive objects for all gameplay objects* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Player can move in all directions and cannot leave play area* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | *- Enemy randomly spawning from anywhere.*  *- When player collects a coin, it is destroyed.* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | *- Player appearance (weapon and enemy’s appearance) Primitive objects*  *-3D scrolling background and the places where the player can jump.* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | *- Gameover mechanic programmed and added to UI.*  *-Game over title added* | | |  | | --- | | *mm/dd* | |
| **#6** | |  | | --- | | *-Visual of UI is done and added to UI which is programmed for.* | | |  | | --- | | *mm/dd* | |
| **#7** | |  | | --- | | *- Particle and sound effects implemented, including background objects* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | *- High Score board that allows you to input your initials and save scores (But we haven’t learned it yet.)* | | |  | | --- | | *mm/dd* | |

# Project Sketch