Project Design Document

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Project Concept

1

Player Control

You control a

princess

in this

side view

game

where

Arrow and mouse click

makes the player

Move and attack enemies.

2

Basic Gameplay

During the game,

Stones, dragons and jewelry

appear

from

The right side of the screen

and the goal of the game is to

Kill the dragons and pick up jewelry to achieve higher scores while avoiding stones.

3

Sound & Effects

There will be sound effects

Jump and slide, the jewelry is picked up, shoot an arrow, or a dragon is killed

and particle effects

When a dragon is killed

[*optional*] There will also be

Background music

4

Gameplay Mechanics

As the game progresses,

More stones and dragons appear while the princess runs faster

making it

More difficult to avoid stones and shoot the dragons

[*optional*] There will also be

Randomly appeared jewelry that can be picked up to get additional scores.

5

User Interface

The

score

will

increase

whenever

Dragons are shoot and jewelry is picked up.

At the start of the game, the title

"Escape from Dragon's cave"

will appear

and the game will end when

Princess fails to avoid a stone or hit by a dragon.

6 Other Features	Ability to restart the game, store the highest scores the player achieve.

Project Timeline

Milestone	Description	Due
#1	- *Project and Camera set up with primitive objects for all gameplay objects.* - *Player (Princess) can move in all directions (up for jump, down for slide, left and right) and cannot leave play area (the cave).*	*09/19*
#2	- *Stones, dragons and jewelry randomly spawning from the right side of the screen* - *When player collides with jewelry, it is destroyed* - *When player collides with stones and dragons, it results in a game over*	*09/26*
#3	- *Primitive objects and background replaced with real 2D assets*	*10/03*
#4	- *Score and Gameover mechanic programmed, but not added to UI – just confirmed with logs to console*	*10/10*
#5	- *Particle and sound effects implemented, including scrolling background*	*10/17*
#6	- *Particle and sound effects implemented, including scrolling background*	*10/24*
Backlog	- *A one-time magnet powerup that automatically attracts all jewelry on the screen* - *A temporary shield that protects the player in a short time*	*10/31*

Project Sketch

[Left click
to shoot]

[Jump]

[Move left]   Player   [Move right]
              (Princess)

[Slide]

Stones to
avoid

Dragons to avoid or shoot

Jewelry
to pick up

Background
Scroll