

Project Design Document

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Project Concept

1 Player Control	You control a		in this	
	<i>Farmer</i>	<i>isometric view</i>	game	
	where		makes the player	
	<i>W, A, S, D</i>	<i>Move X or Y</i>		
2 Basic Gameplay	During the game,		from	
	<i>farmer catches sheep</i>		<i>in a field</i>	
	and the goal of the game is to			
	<i>Catch as many sheep as possible</i>			
3 Sound & Effects	There will be sound effects		and particle effects	
	<i>sheep sound and background music</i>	<i>when the farmer walks or catches a sheep</i>		
	[optional] There will also be			
	<i>character and sheep animation</i>			
4 Gameplay Mechanics	As the game progresses,		making it	
	<i>to catch the sheep you will have to be fast because you will be in competition with a wolf and it will have several levels of difficulty</i>		<i>A score</i>	
5 User Interface	The	will	whenever	
	<i>Score</i>	<i>increase</i>	<i>to catch the sheep</i>	
	At the start of the game, the title		and the game will end when	
	<i>rescue of sheep</i>	will appear	<i>when there are no more sheep.</i>	

Project Timeline

Milestone	Description	Due
#1	- Basic Player Movement	20/11
#2	- Basic sheep Movement	21/11
#3	- Basic PNJ Movement	22/11
#4	- Arena Design and Physics(Collisions, Knockback, Hitboxes, Triggers)	23/11
#5	- Movement and Interaction; Transition	30/11
Backlog	- Sound; Particles; Assets; Animations - Menu Basic, score	05/12