|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *15.05.2023*  Pavel Savanchuk | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Viking scout* | | in this   |  |  | | --- | --- | | *isometric* | game | |
|  | where   |  | | --- | | *player collect boosts* | | makes the player   |  | | --- | | *more faster* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *player* | appear | | from   |  | | --- | | *the boat on screen* | |
|  | and the goal of the game is to   |  | | --- | | *enter in the townhall without dies* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Discovery, goal achievement and emergence* | | and particle effects   |  | | --- | | *Discovery, goal achievement and emergence* | |
|  | [*optional*] There will also be   |  | | --- | | *Animated change to next level* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The player must bypass the AI at a distance, passing between buildings* | | making it   |  | | --- | | *using walking or running and boosts* | |
|  | [*optional*] There will also be   |  | | --- | | *Perhaps in the future we will add the ability to hide in barrels and haystacks* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *lives/timer/boost effect* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *He is caught, time is running out or a boost is being picked up* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Axoralife* | will appear | | | and the game will end when   |  | | --- | | *you arrived in the townhall* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Necessary implementation of the AI that will look in front of you and turn from time to time in a random introduction to complicate the game* | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Realize scene level and main character* | | |  | | --- | | *17/05* | |
| **#2** | |  | | --- | | * *Realize AI and scripts for rotating and looking around* | | |  | | --- | | *19/05* | |
| **#3** | |  | | --- | | * *Realize Boosts and animation particles for boosts* | | |  | | --- | | *20/05* | |
| **#4** | |  | | --- | | * *Realize animation for main character and AI* | | |  | | --- | | *22/05* | |
| **#5** | |  | | --- | | * *Realize menu and ending of game* | | |  | | --- | | *24/05* | |
| **Backlog** | |  | | --- | | * *Realize more levels and try to post the game* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *30/05* | |

# Project Sketch