Project Design Document

mm/dd/yyyy
Lewis

Project Concept

1

Player Control

You control a

robot

in this

First person

game

where

Mouse clicks

makes the player

The robot shoots a laser

2

Basic Gameplay

During the game,

Zombie will appear

appear

from

The city

and the goal of the game is to

Fend off the zombie for mankind

3

Sound & Effects

There will be sound effects

Of the zombie growling and the robot beeping

and particle effects

The robot laser beam

[*optional*] There will also be

description of any other expected special effects or animation in the project.

4

Gameplay Mechanics

As the game progresses,

You can buy upgrades for your robot

making it

More powerful

[*optional*] There will also be

description of any other gameplay mechanic(s) and their effect on the game.

5

User Interface

The

score

will

increase

whenever

You kill a zombie

At the start of the game, the title

The last line

will appear

and the game will end when

The robot gets a score of 100k

6

Other Features

Any other notes about the project that you don't feel were addressed in the above.

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