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| Project Design Document | |  | | --- | | *4/2/2022*  M Luthfi J | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Dog* | | in this   |  |  | | --- | --- | | *Top Down* | game | |
|  | where   |  | | --- | | *Arrow keys* | | makes the player   |  | | --- | | *Move around the screen in all directions* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Other animals and obstacles* | appear | | from   |  | | --- | | *The top of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Avoid crashing into rocks and being eaten by foxes* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When you bump into other animals, crash into a rock, or are eaten by a fox* | | and particle effects   |  | | --- | | *When you crash into a rock* | |
|  | [*optional*] There will also be   |  | | --- | | *A scrolling background making it look like the animals running very quickly* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Waves of foxes attempt to attack* | | making it   |  | | --- | | *More difficult to stay alive* | |
|  | [*optional*] There will also be   |  | | --- | | *Hearts that appear, giving the player extra heath* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Lives* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *The player hit a rock or is bitten by a fox* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *The Dog* | will appear | | | and the game will end when   |  | | --- | | *You run out of lives* | |

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| 6 **Other Features** |  | |  | | --- | | *You will bounce off of larger animals, making it harder to control the player and avoid the dangers* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | |  | | |  | | --- | |  | |
| **#2** | |  | | --- | |  | | |  | | --- | |  | |
| **#3** | |  | | --- | |  | | |  | | --- | |  | |
| **#4** | |  | | --- | |  | | |  | | --- | |  | |
| **#5** | |  | | --- | |  | | |  | | --- | |  | |
| **Backlog** | |  | | --- | |  | | |  | | --- | |  | |

# Project Sketch

Rocks to avoid

Foxes trying to attack player

Life-ups

Player (dog)

Background scroll

Animals running by (moose, other dog)