Project Design Document

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Project Concept

1

Player Control

You control a

Policeman (Cop)

in this

top Down

game

where

Swipe

makes the player

Move Left and Right

2

Basic Gameplay

During the game,

Obstacles, zombie, and gates

appear

from

The Top of the Screen

and the goal of the game is to

Avoid obstacles and zombies

3

Sound & Effects

There will be sound effects

For Background, lose

and particle effects

Passing through gates, shooting a zombie, reaching the finishing line

[*optional*] There will also be

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

4

Gameplay Mechanics

As the game progresses,

Wave of zombies attempt to attack

making it

hard to stay alive.

[*optional*] There will also be

gates that give a player more clones to keep going

5

User Interface

The

will

whenever

At the start of the game, the title

Cop Rush

will appear

and the game will end when

player have 0 clones

6

Other Features

No more Features

Project Timeline

Milestone	Description	Due
#1	- Setting up Camera with primitive object for all gameplay objects. - Player can move left and right. - Setting up the player animations. - Spawning more players when they collide with the gate. - Control spawning based on gate state (addition or multiplication). - Make sure the player can't collide with both gates at the same time. - When the player collide with gate, it's destroyed. - When a player collide with obstacles, the player is destroyed. - Make the player stop running and look at the zombie. - Player start shooting animation once zombie detected. - When the zombie collied with the player, both got destroyed. - Keep the player clones In Center. - When a zombie detected spawning bullets. - When bullets collide with zombie, both get destroyed. - If bullets don't collide with anything, destroy it after 2 seconds	4/14
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	4/dd

Project Sketch

Obstacles (not Moving)

Zombies Try to kill the Player Move when player get closer

Gate that Makes more clone of player based on player selection

The player continuously moving forward

Swipe Left & right

Player (Cop)