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| Project Design Document | |  | | --- | | *4/12/2023*  20193015 - Mohab Khalid | |

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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* | |

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| 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* | | |

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| 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.* | | |

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| 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* | | |

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| 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* | |

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| 6 **Other Features** |  | |  | | --- | | *No more Features* | |

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# Project Timeline

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| --- | --- | --- |
| 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

Zombies Try to kill the Player

Move when player get closer

Obstacles

(not Moving)

The player continuously moving forward

Gate that Makes more clone of player based on player selection

Swipe Left & right

Player (Cop)