

Project Design Document

mm/dd/yyyy
Student Name

Project Concept

1

Player Control

You control a

Giant Robot

in this

top Down and isometric

game

where

*-WASD
-Horizontal Arrows
-Space Key*

makes the player

*-Move throw the map
-Rotate the camera
-Fire the laser gun*

2

Basic Gameplay

During the game,

*-Three types of aliens appear
-A boost of thruster appears to increase your speed momentarily.*

appear

from

-From all parts of the city

and the goal of the game is to

Kill as many invading aliens before you run out of life

3

Sound & Effects

There will be sound effects

description of sound effects

and particle effects

The bullets of the gun throw particles

[optional] There will also be

Animations For the Gigant Robot for Walk and Run, a minimap of the scene and other Canvas elements

4

Gameplay Mechanics

As the game progresses,

The aliens accumulate and try to touch you take a life

making it

Difficult to keep all the aliens at bay

[optional] There will also be

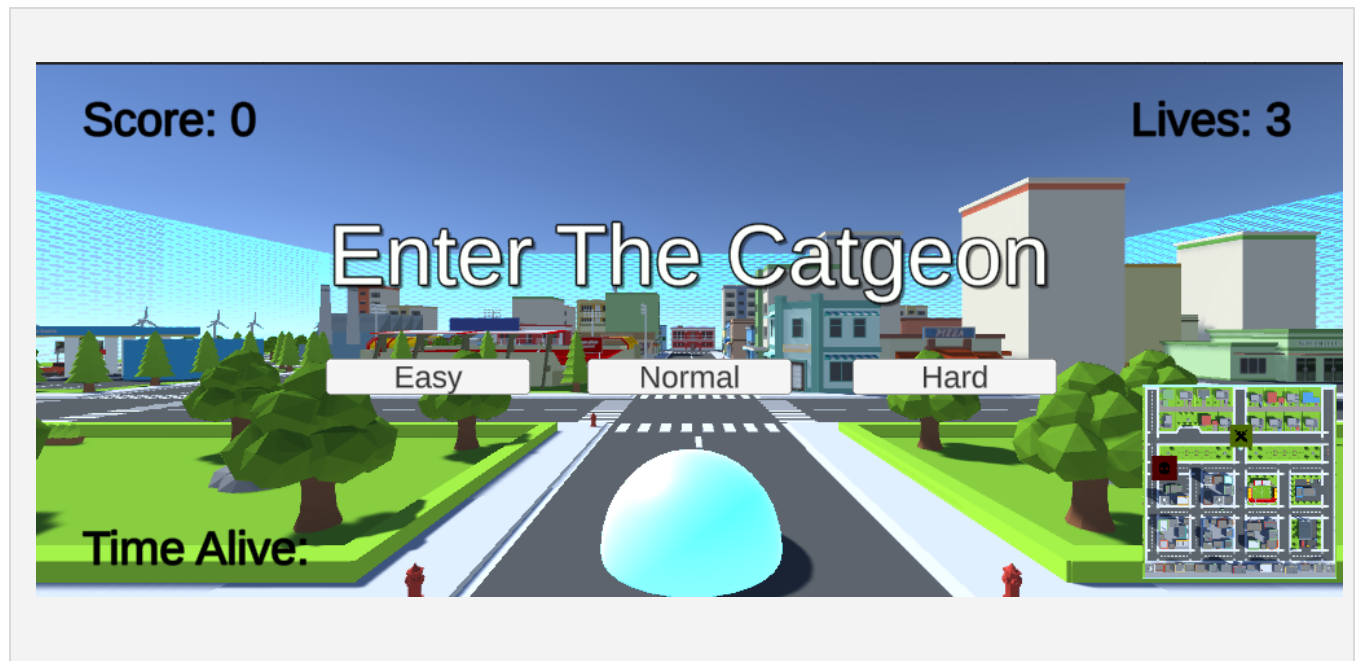
You can use the city elements to outrun the aliens and kill them separately.

5 User Interface	The	will	whenever
	-Score -Lives -Timer	-Increase -Decrease -Increase	-when you kill - if some alien touch you -if you still alive
6 Other Features	At the start of the game, the title		and the game will end when
	Enter The Catgeon	will appear	You run out of lives
	There is a minimap that helps you know if you are being surrounded and which areas are free.		

Project Timeline

Milestone	Description	Due
#1	- Created basic movement functionality	02/21
#2	- Basic shooting and spawn functionality created	02/22
#3	- Arrangements with colaiders	02/23
#4	- Map improvement	02/23
#5	- Creation of the UI and camera for the minimap	02/23
Backlog		mm/dd

Project Sketch



Here you'll add the project designs for your project even they're only 3D Empty objects