Project Design Document

31/10/2021
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Project Concept

1

Player Control

You control a

Rocket

in this

Front view

game

where

Arrow Keys

makes the player

Avoid obstacles

2

Basic Gameplay

During the game,

planets and asteroids

appear

from

From top screen

and the goal of the game is to

Avoid hitting obstacles

3

Sound & Effects

There will be sound effects

Background music: https://youtu.be/UpqywJ48Mi4

and particle effects

Light flashes when you crash into an obstacle

[*optional*] There will also be

Explosion sound when you crash into obstacles.

4

Gameplay Mechanics

As the game progresses,

Objects speeds up as the game is progressing.

making it

Increase score level

[*optional*] There will also be

5

User Interface

The

score count and 3 lives

will

Score will increase and lives decrease

whenever

Score will increase during gameplay and lives decrease when you crash into obstacles.

At the start of the game, the title

Star ship

will appear

and the game will end when

The game will end when you lose all 3 lives

6 Other Features	*Option to change rocket type/colour.*

Project Timeline

Milestone	Description	Due
#1	- Scene, assets, objects, player - Basic moving player function	11/07
#2	- Spawning random object (Obstacles) - Collision between obstacles - Add sound effects and background music. etc.	11/14
#3	- User Interface	11/25
#4	- Submit Alpha Version	11/30
#5	- Submit Final Version	12/21
Backlog	- The player can gain lives by collecting hearts.	12/15

Project Sketch