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| --- | --- | --- |
| Project Design Document | |  | | --- | | *11/22/2021*  Naman Mittal | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *person* | | in this   |  |  | | --- | --- | | *Top-down* | game | |
|  | where   |  | | --- | | *Arrow keys* | | makes the player   |  | | --- | | *moves all around the map* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemies person* | appear | | On   |  | | --- | | *the screen at different positions* | |
|  | and the goal of the game is to   |  | | --- | | *Survive as many waves of enemies as possible* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *background music, weapon firing, taking damage, dealing damage* | | and particle effects   |  | | --- | | *weapons firing* | |
|  | [*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,   |  | | --- | | *No of waves increase so does the difficulty level* | | making it   |  | | --- | | *Challenging and fun* | |
|  | [*optional*] There will also be   |  | | --- | | *powerups* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *score/health/waves* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *Enemy gets killed/ player take damage/ on successful completion of wave* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Doom Top* | will appear | | | and the game will end when   |  | | --- | | *player health reaches zero or he falls off the platform* | |

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| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **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* | | |  | | --- | | *mm/dd* | |

# Project Sketch