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| --- | --- | --- |
| Project Design Document | |  | | --- | | *23/11/2020*  nknab | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Player* | | in this   |  |  | | --- | --- | | *side view* | game | |
|  | where   |  | | --- | | *Arrow Keys* | | makes the player   |  | | --- | | *Jump and Squat* | |

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| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Obstacles* | appear | | from   |  | | --- | | *Right to left of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Avoid crashing into the objects.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When you pick up a coin, crash into obstacles and background music.* | | and particle effects   |  | | --- | | *Crash into objects* | |
|  | [*optional*] There will also be   |  | | --- | | *A scrolling background* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *the speed increases* | | making it   |  | | --- | | *More difficult to maneuver* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *score and points* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *The player hits a coin* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Tass Coins* | will appear | | | and the game will end when   |  | | --- | | *You crash into an obstacle.* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | |  | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Project / Camera set up with primitive objects for all gameplay objects* | | |  | | --- | | *28/11* | |
| **#2** | |  | | --- | | * *Player can jump and squat* | | |  | | --- | | *30/12* | |
| **#3** | |  | | --- | | * *Obstacle and coins randomly spawning from right* | | |  | | --- | | *03/12* | |
| **#4** | |  | | --- | | * *Primitive objects and background replaced real 3D assets* | | |  | | --- | | *05/12* | |
| **#5** | |  | | --- | | * *Game over mechanic programmed, but not added to UI - just confirmed with logs to console* | | |  | | --- | | *09/12* | |
| **#6** | |  | | --- | | * *Particle and sound effects implemented, including scrolling background* | | |  | | --- | | *11/12* | |
| **Backlog** | |  | | --- | | * *High Score board that allows you to input your initials and save scores* * *Able to choose the character you will like to use* | | |  | | --- | | *18/12* | |

# Project Sketch

Tass Coins

Obstacle

Player

Scrolling Background