|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *01/23/2022*  Chukwuyenum Opone | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Racing Car* | | in this   |  |  | | --- | --- | | *isometric* | game | |
|  | where   |  | | --- | | *Left right and accelerate button* | | makes the player   |  | | --- | | *move* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Houses, cars and other objects* | appear | | from   |  | | --- | | *Top of the scree(sky)* | |
|  | and the goal of the game is to   |  | | --- | | *Get to the getaway jet, before the time runs out or player gets hit by falling object* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *End of the world type background music* | | and particle effects   |  | | --- | | *Smoke from the rear of car* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *description of gameplay mechanic,* | | making it   |  | | --- | | *effect of gameplay mechanic* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Coins/Timer* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *When coin is picked coin increases/ Timer decreases per second* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Ride 4 Life”* | will appear | | | and the game will end when   |  | | --- | | *Player Gets to the jet and picked enough coins to pay for a sit to board* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Player needs X coins to be able to board a plane*  *Player can pick coins* | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Car and Camera Controller Scripts by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Object and coins Spawning by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *All collisions and conditions for all game Objects by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **#6** | |  | | --- | | * *Functional feature(s) by milestone #6* | | |  | | --- | | *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* | |

ASSETS :

ARCADE - FREE Racing Car

CubexCube - Free City Pack I

Unity Learn Course Library Asset

SOUNDS:

ENGINES - [Kristian Grundström](https://assetstore.unity.com/publishers/34382" \t "_self)

# Project Sketch