

Project Design Document

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Project Concept

1 Player Control

You control a in this where makes the player

2 Basic Gameplay

During the game, appear from and the goal of the game is to

3 Sound & Effects

There will be sound effects and particle effects
[optional] There will also be

4 Gameplay Mechanics

As the game progresses, making it
[optional] There will also be

5 User Interface

The will whenever
At the start of the game, the title will appear and the game will end when

6 Other Features

Project Timeline

Milestone	Description	Due
#1	World set up and player control programed	11/12
#2	Enemies programmed	11/19
#3	Friendlys programmed	11/26
#4	Level Design	12/10
#5	Finishing	12/15
Backlog		

Project Sketch

