

# Project Design Document

Natalie Rust

## Project Concept

1

### Player Control

You control a

Colored square

in this

2D side scrolled

game

where

Arrow keys

makes the player

Move around platforms

2

### Basic Gameplay

During the game,

Different colored shapes

appear

from

Throughout the map

and the goal of the game is to

Avoid enemies and change friendly's to your color

3

### Sound & Effects

There will be sound effects

when you touch a friendly

and particle effects

when their color changes

[optional] There will also be

sound when touched by and enemy

4

### Gameplay Mechanics

As the game progresses,

less platforms

making it

harder to reach friendly's

[optional] There will also be

more enemies

5

### User Interface

The

Score

will

increase

whenever

You change a

At the start of the game, the title

will appear

and the game will end when

Reach the last friendly

6

### Other Features

Every time you fall off or get hit, you respawn at the beginning of the room.

# Project Timeline

Milestone	Description	Due
#1		
#2		
#3		
#4		
#5		
Backlog		

# Project Sketch