Project Design Document

Natalie Rust

Project Concept

1	You control a		in this			
Player Control	Colored square		2D side scrolled		game	
	where		makes the player			
	Arrow keys		Move around platforms			
2 Basic Gameplay	During the game,		from			
	Different colored shapes		appear	Throughout the map		
	and the goal of the game is to					
	Avoid enemies and change friendlys to your color					
		"				
3 Sound & Effects	There will be sound	effects		and particle effects		
	when you touch	a friendly	wh	when their color changes		
	[optional] There will also be					
	sound when touched by and enemy					
4 Gameplay Mechanics	As the game progre	esses,	makir	making it		
	less platforms		hai	harder to reach friendlys		
	[optional] There will also be					
	more enemies					
5		will	whene			
User Interface	Score	increase	You	You change a		
	At the start of the game, the title		and th	e game will end when		
		will appe	ar Read	ch 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	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

