

# Project Design Document

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Pablo Nicoli

## Project Concept - Asteroid Tangelo Test

1

### Player Control

You control a

*Ship*

in this

*side view*

game

where

*Arrow Keys or AWSD*

makes the player

*Move around the screen in all directions*

2

### Basic Gameplay

During the game,

*Asteroids of different sizes*

appear

from

*Different areas of the screen*

and the goal of the game is to

*Avoid to be hit by Asteroids*

3

### Sound & Effects

There will be visual effects

*When you hit an Asteroid*

and particle effects

*When you destroy or hit an Asteroid.*

[optional] There will also be

*Background music*

4

### Gameplay Mechanics

As the game progresses,

*Waves of asteroid attempt to attack*

making it

*More difficult to stay alive*

[optional] There will also be

*Power Ups that appear, giving the player extra health.*

5

### User Interface

The

*Lives/Score*

will

*Decrease/Increase*

whenever

*The player is hit by an Asteroid/The Player bullet-hit an Asteroid.*

At the start of the game, the title

*Asteroid*

will appear

and the game will end when

*When you run out of lives.*

# Project Timeline

Milestone	Description	Due Date
#1	<ul style="list-style-type: none"><li>- Project setup and gameplay objects.</li><li>- Primitive objects for testing purposes.</li><li>- Players can move in all directions and can't leave the play area (boundaries).</li></ul>	28/05
#2	<ul style="list-style-type: none"><li>- Objects randomly spawning from different parts of the screen.</li><li>- When a player collides with Asteroids, the player explotes.</li><li>- When bullets collide with Asteroids, Asteroids explode.</li></ul>	28/05
#3	<ul style="list-style-type: none"><li>- Score System implemented.</li><li>- When a player destroys an Asteroid it will increase his score.</li></ul>	29/05
#4	<ul style="list-style-type: none"><li>- Gameover mechanic programmed.</li><li>- Primitive objects and backgrounds are replaced by real 2D assets.</li></ul>	29/05
#5	<ul style="list-style-type: none"><li>- Restart mechanic programmed.</li><li>- Particle FX implemented.</li></ul>	30/05

## Project Sketch

