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| Project Design Document | |  | | --- | | *02/13/2021*  Paolo M. | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Robot* | | in this   |  |  | | --- | --- | | *Top down* | game | |
|  | where   |  | | --- | | *Arrow keys and mouse movement* | | makes the player   |  | | --- | | *Moves and aims the target respectively* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Other robots or enemies* | appear | | from   |  | | --- | | *The upper and sides of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Scape from the town defeating the enemies if the player prefers* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *when the robot shots, enemy shots, and the player walks.* | | and particle effects   |  | | --- | | *when the player or/and enemies are defeated* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music for the level and light/glassy sky effects* | | |

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| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More enemy robots attempt to attack* | | making it   |  | | --- | | *More difficult for the player to scape the town* | |
|  | [*optional*] There will also be   |  | | --- | | *Temporary weapons the player can found and uses it like a power-up* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *live* | | will   |  | | --- | | *Increase and decrease* | | whenever   |  | | --- | | *The player receives damage or waits to recover his health* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Retribution* | will appear | | | and the game will end when   |  | | --- | | *player gets defeated or manages to escape from the town* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *The enemies do not die with one shoot, they die with 3 shots or more (on testing) also the power up weapon has a duration that will be test on the testing stage.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Project / Camera set up with primitive objects for all gameplay objects* | | |  | | --- | | *02/20* | |
| **#2** | |  | | --- | | * *Player can move in all directions and mouse aiming works properly (with debug functions only)* | | |  | | --- | | *02/27* | |
| **#3** | |  | | --- | | * *Shot complete.* * *Player cannot leave the outside area of the game.* * *First introduction of enemies, they are spawned but do not do nothing* | | |  | | --- | | *03/06* | |
| **#4** | |  | | --- | | * *Enemy AI* | | |  | | --- | | *03/13* | |
| **#5** | |  | | --- | | * *Player can destroy the enemies and he can receive damage.* * *HUD for health* * *Recover functionality* | | |  | | --- | | *03/20* | |
| **#6** | |  | | --- | | * *Primitive objects and background replaced real 3D assets.* * *UI/ Gameover and start screen Implemented.* * *Particle and sound effects implemented, including scrolling background* | | |  | | --- | | *03/27 and 04/03* | |
| **Backlog** | |  | | --- | | * *Weapon powerup* * *Keys to unlock doors and walls breaking mechanics* | | |  | | --- | | *04/10* | |

# Project Sketch

