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| Project Design Document | |  | | --- | | *05/01/1995*  Heliot Maxime | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Vehicle (tank)* | | in this   |  |  | | --- | --- | | *Third person perspective* | game | |
|  | where   |  | | --- | | *Arrow keys and mouse* | | makes the player   |  | | --- | | *Move and fire bullets* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Other tanks* | appear | | from   |  | | --- | | *Side of the arena* | |
|  | and the goal of the game is to   |  | | --- | | *Reach a high score* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *when fire bullets, move, destroy enemy tanks and die* | | and particle effects   |  | | --- | | *When fire bullets, die and destroy enemy tanks* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *There will be more enemies* | | making it   |  | | --- | | *More difficult to dodge enemies’ bullets and dodge.* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *Increase* | | whenever   |  | | --- | | *You touch an enemy with your bullets* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Tankathlon* | will appear | | | and the game will end when   |  | | --- | | *The player get hit by an ennemy bullet* | |

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| 6 **Other Features** |  | |  | | --- | | *The enemies' tanks will take benefit of a little artificial Intelligence to be able to make smart move all around the arena and the player.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# Project Sketch