

Project Design Document

11/09/2022
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Project Concept

1

Player Control

You control a

UI Elements

in this

orthographic

game

where

Keyboard input

makes the player

Can select, set and retrieve object information

2

Basic Gameplay

During the game,

Three shapes

appear

from

In the main view

and the goal of the game is to

Show my OOP skills learned

3

Sound & Effects

There will be sound effects

description of sound effects

and particle effects

description of particle effects

[optional] There will also be

description of any other expected special effects or animation in the project.

4

Gameplay Mechanics

As the game progresses,

You can change the parameters values

Of the object

making it

Changing the perimeters and the area values

[optional] There will also be

description of any other gameplay mechanic(s) and their effect on the game.

5

User Interface

The

score/lives/timer

will

increase/decrease

whenever

condition to change score/lives/timer.

At the start of the game, the title

OOP Programming theory

will appear

and the game will end when

condition to end the game.

6

**Other
Features**

Any other notes about the project that you don't feel were addressed in the above.

Project Timeline

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	<ul style="list-style-type: none">- 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

