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| Project Design Document | |  | | --- | | *11/7/2021*  Peter Worster, Brian Cotlar, Kyle Brown, Kevin McNally | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Person (subject to change)* | | in this   |  |  | | --- | --- | | *Side view - 2d scrolling* | game | |
|  | where   |  | | --- | | *TBD* | | makes the player   |  | | --- | | *Scroll to the right… with up ,down, left, right control. Possibly jump.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Virus objects (enemies)* | appear | | from   |  | | --- | | *The right… above and below* | |
|  | and the goal of the game is to   |  | | --- | | *Shoot the virus' with syringe projectiles.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *On hit sound effects… others TBD* | | and particle effects   |  | | --- | | *Possible effects when hit by virus as well as when hitting the virus.* | |
|  | [*optional*] There will also be   |  | | --- | | *I may dust off Acid Music for a looped audio backing track.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *description of gameplay mechanic,* | | making it   |  | | --- | | *effect of gameplay mechanic* | |
|  | [*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   |  | | --- | | *Meter* | | will   |  | | --- | | *Increase* | | whenever   |  | | --- | | *The character is hit with virus* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *TBD* | will appear | | | and the game will end when   |  | | --- | | *Infected… possibly link to running table of actual infections worldwide. and give the number.* | |

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| 6 **Other Features** |  | |  | | --- | | *TBD* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Make preliminary direction decisions, divide workload, individual assignments.* | | |  | | --- | | *11/08* | |
| **#2** | |  | | --- | | * *Asset management… Move most of the assets we plan to use into the Main Github Files. Work in parallel to advance Scene design, Character Models, Audio, and effects.* | | |  | | --- | | *11/15* | |
| **#3** | |  | | --- | | * *Start of the production phase in earnest. Meetings on the 15th and 22nd to(re) focus efforts.* | | |  | | --- | | *11/29* | |
| **#4** | |  | | --- | | * *Mostly completes on Character Models, Secondary Models, Scene, Audio, Effects, UI* * *Meeting on the 29th should be QA in nature. Status main project parts and assign help where it's needed.* | | |  | | --- | | *12/6* | |
| **#5** | |  | | --- | | * *Fire fighting. With any luck this is pure QA. All parties fixing little issues with what we have… no more big adds at this point. Meeting on the 6th should status all elements of the project and make individual assignments.* | | |  | | --- | | *12/13-17* | |
| **Backlog** | |  | | --- | | * *Drop Dead Date* | | |  | | --- | | *12/17* | |

# Project Sketch

*Diagram

Description automatically generated*