

Project Design Document

12/04/2021

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Project Concept

1

Player Control

You control a

Cube

in this

Third person

game

where

Arrows and space

makes the player

Move

2

Basic Gameplay

During the game,

Basic shaped obstacles

appear

from

Ahead

and the goal of the game is to

Avoid as many obstacles as possible to obtain as many points as possible.

3

Sound & Effects

There will be sound effects

When player jumps, bumps into obstacles and levels up

and particle effects

To be decided - star particles

[optional] There will also be

Background music

4

Gameplay Mechanics

As the game progresses,

The obstacles speed up and their spawn rate increases

making it

Difficult to avoid them

[optional] There will also be

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

5

User Interface

The

Score

will

Increase

whenever

Every meter

At the start of the game, the title

"Working title"

will appear

and the game will end when

Player bumps into an obstacle.

6

Other

Directional lights like lamp posts shining from the top, Settings screen to disable background

Features	music, change theme (player color, background color, obstacles color, lights), score multipliers
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Project Timeline

Milestone	Description	Due
#1	- Gather required assets	04/14
#2	- Arrange basic environment and player movement	04/16
#3	- Prepare obstacle prefabs	04/18
#4	- Prepare basic gameplay (UI, Scenes, Mechanics)	04/20
#5	- Prepare special sound effects, particle system and refactor	04/23
Features	<ul style="list-style-type: none"> - Loading and transition scenes - Special effects to the beat of the background music - UI animations (pop up showing up etc.) - Different graphics settings - Upgrade to URP - optional 	mm/dd

Project Sketch

