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| Project Design Document | |  | | --- | | *09/09/2024*  *Pranav Kolhe* | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Plane* | | in this   |  |  | | --- | --- | | *side view* | game | |
|  | where   |  | | --- | | *Arrow keys and W/S or Up/Down* | | makes the player   |  | | --- | | *tilt.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *walls with spaces* | appear | | from   |  |  | | --- | --- | | *Right side of the screen* |  | |
|  | and the goal of the game is to   |  | | --- | | *Fly the plane through the spaces between the walls while maintaining control.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *No sound effects* | | and particle effects   |  | | --- | | *No particle effects* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The speed of the plane increases* | | making it   |  | | --- | | *Faster.* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *plane successfully flies through the space.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Plane prototype* | will appear | | | and the game will end when   |  | | --- | | *The plane collides with one of the walls.* | |

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

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *Basic plane structure and background assets were downloaded.* | | |  | | --- | | *09/09* | |
| **#2** | |  | | --- | | *Obstacles were created and the plane was given a tilt control.* | | |  | | --- | | *09/09* | |
| **#3** | |  | | --- | | *Collision detection was provided and the camera was made to move with the plane.* | | |  | | --- | | *09/09* | |
| **#4** | |  | | --- | | *Final touches were made.* | | |  | | --- | | *09/09* | |
| **#5** | |  | | --- | | *Further features were added* | | |  | | --- | | *09/10* | |
| **Backlog** | |  | | --- | | * *Sound effects* * *Moving targets* * *Bonus attributes like shield, time stop, etc.* | | |  | | --- | | *09/11* | |

# Project Sketch