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| **Project Design Document** | |  | | --- | | *09/08/2023*  Prathamesh Mhapsekar | |

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| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | | *Tank either an attacker tank or a defender tank* | | in this   |  |  | | --- | --- | | *Side view 2D* | game | |
|  | where   |  | | --- | | *the user has to press left/right key and up/down which* | | makes the player   |  | | --- | | *tank move ahead or behind and change the attack/defend angle respectively.* | |

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| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *the player tank attacks using weapons or defends using defense items selected from the player inventory which is loaded during the start of the game randomly or by choice which* | appear | | from   |  | | --- | | *a side view* | |
|  | and the goal of the game is to   |  | | --- | | *protect your tank from your opponent or destroy the opponent before you are out of inventory* | | |

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| **3** **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *of weapon attacks and defense system building* | | and particle effects   |  | | --- | | *of damaging of terrain, defense system and the tanks* | |
|  | [*optional*] There will also be   |  | | --- | | *sound effect in the menu which will be a music and audio while loading your inventory* | | |

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| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Player’s will have used some of their weapons or defense items and need to properly strategize the future resource* | | making it   |  | | --- | | *difficult for the opponent to choose the next item from the inventory by predicting the other player’s move* | |
|  | [*optional*] There will also be   |  | | --- | | *A bonus round where players can get back one of the items from their inventory* | | |

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| **5** **User**  **Interface** |  | The   |  | | --- | | *health* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *Whenever the player tank is attacked* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Tank fight* | will appear | | | and the game will end when   |  | | --- | | *tank health reaches 0 and the player is out of weapon* | |

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| **6** **Other Features** |  | |  | | --- | | *The game can be played as a multi-player game* | |

# **Project Timeline**

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| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *Setup the main camera for the game with primitive objects for tanks, terrain, menu and weapons* | | |  | | --- | | *09/16* | |
| **#2** | |  | | --- | | * *Defining boundaries for the game and designing & importing assets for game* | | |  | | --- | | *09/21* | |
| **#3** | |  | | --- | | * *The player tank will attack or defend turn by turn.* * *Player tank’s health decreases when successfully attacked by the other tank.* * *The weapons or defense item to be selected when its your turn* * *Attacking player tank loses if it is out of weapon and the defending tank is still alive.* * *Defending player tank loses if health is 0.* | | |  | | --- | | *09/30* | |
| **#4** | |  | | --- | | * *Sound effects to be added* * *Bonus rounds to be added.* * *Weapon attack to be refined to look more realistic* | | |  | | --- | | *10/11* | |
| **#5** | |  | | --- | | * *User testing of the game to done and bug to be fixed in iteration* | | |  | | --- | | *10/26* | |
| **Backlog** | |  | | --- | | * *Player can buy more specialized tanks* * *The game to be made multi-player* | | |  | | --- | | *09/30* | |

# **Project Sketch**

**Sketch**

