

Members

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Project Design Document

Project Concept

1 Player Control	You control a		in this	
	Cube/Submarine/etc...		Side view	game
	where		makes the player	
	spacebar/left mouse click		jump/ float up	
2 Basic Gameplay	During the game,		from	
	spikes/ wall obstacles/etc...		appear	Right side of game view
	and the goal of the game is to			
	Survive and finish the run to accomplish level			
3 Sound & Effects	There will be sound effects			
	When player die			
	[optional] There will also be			
	Background music which sync with player jump action Victory music when the player finish that level.			
4 Gameplay Mechanics	As the game progresses,		making it	
	More challenging obstacle appear		harder to survive	
	[optional] There will also be			
	Player can change their form with distinguished control mechanic			
5 User Interface	The	will	whenever	
	Progression bar	increase	over time in in-game phase	

At the start of the game, the title

Game menu

will appear

and the game will end when

Player crash into obstacles

6

Other
Features

Save point mode

***Example picture**



