| Members  Nguyen Quang An Nhu Minh Duc  Tran Sy Tuan  Project Design Document | | *04/07/2023* | | --- | |
| --- | --- | --- |

| Project Concept | | | |
| --- | --- | --- | --- |
| **1** **Player Control** |  | You control a   | *Cube/Submarine/etc…* | | --- | | in this   | *Side view* | game | | --- | --- | |
|  | where   | *spacebar/left mouse click* | | --- | | makes the player   | *jump/ float up* | | --- | |

| **2** **Basic**  **Gameplay** |  | During the game,   | *spikes/ wall obstacles/etc…* | appear | | --- | --- | | from   | *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,   | *More challenging obstacle appear* | | | --- | --- | | making it   | *harder to survive* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *Player can change their form with distinguished control mechanic* | | | --- | --- | | |

| **5** **User**  **Interface** |  | The   | *Progression bar* | | --- | | will   | *increase* | | --- | | whenever   | *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**





