

# Project Design Document

ACCEPTED

## Project Concept

1

### Player Control

You control a

*Deer*

in this

*Top down*

game

where

*Arrow keys*

makes the player

*Move around the screen in all directions*

2

### Basic Gameplay

During the game,

*Other animals and obstacles*

appear

from

*The top of the screen*

and the goal of the game is to

*Avoid crashing into rocks and being eaten by foxes*

3

### Sound & Effects

There will be sound effects

*When you bump into other animals, crash into a rock, or are eaten by a fox*

and particle effects

*When you crash into a rock*

[optional] There will also be

*A scrolling background making it look like the the animals are running very quickly*

4

### Gameplay Mechanics

As the game progresses,

*Waves of foxes attempt to attack*

making it

*More difficult to stay alive*

[optional] There will also be

*Hearts that appear, giving the player extra health.*

5

### User Interface

The

*Lives*

will

*decrease*

whenever

*The player hits a rock or is bitten by a fox*

At the start of the game, the title

*Oh Deer*

will appear

and the game will end when

*You run out of lives*

6

### Other Features

*You will bounce off of larger animals, making it harder to control the player and avoid the dangers.*