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| Project Design Document | |  | | --- | | *06/11/2022*  Russel Navarro | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Kangaroo* | | in this   |  |  | | --- | --- | | *top Down / view / isometric* | game | |
|  | where   |  | | --- | | *The arrow Keys* | | makes the player  Move Vertically and horizontally in 1- space increments |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Quads* | appear | | from   |  | | --- | | *The Sides of the Screen* | |
|  | and the goal of the game is to   |  | | --- | | *Get the Kangaroo across the dessert* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When the player jumps* | | and particle effects   |  | | --- | |  | |
|  | [*optional*] There will also be   |  | | --- | | *Wild West Music* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More lanes will be created* | | making it   |  | | --- | | *Making the game endless until the player dies when collided with a car or hopped into the water* | |  | |
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| 5 **User**  **Interface** |  | The   |  | | --- | | *Score will go up every time you hop* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *whenever you hop until it reaches a high score* | |
|  | At the start of the game, the title   |  | | --- | | Kanga Hop | | | and the game will end when   |  | | --- | | *The player dies and a "Game Over" screen will appear* | |

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

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# Project Timeline

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| Milestone | Description | Due |
| **#1** | |  | | --- | | *Basic Kangaroo Movement Left to right* | | |  | | --- | | *13th/11* | |
| **#2** | |  | | --- | | *Random Quads & Cars spawning from left to right. Wooden planks also appear left to right when about to hop over a pond* | |  | | |  | | --- | | *3rd/12* | |
| **#3** | |  | | --- | | *When hopping past objects each hop will increase the score until the player dies and reaches the high score* | | |  | | --- | | *10th/12* | |
| **Backlog** | |  | | --- | | * *Game Takes Place in the Dessert* * *Kangaroo Hop past Quad cars and wooden planks* * *Quad & Cars moving* * *Wooden planks in pond moving* | | |  | | --- | | *mm/dd* | |

# Project Sketch