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| Project Design Document | |  | | --- | | *09/24/2024*  Kevin Rogers | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | Hero | | in this   |  |  | | --- | --- | | *Third Person* |  | |
|  | where   |  | | --- | | *Arrow keys* | | makes the player   |  | | --- | | *Move in all 4 directions* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Treasure Chests* | appear | | from   |  | | --- | | *3 different locations in the dungeon* | |
|  | and the goal of the game is to   |  | | --- | | *Collect all the treasure without colliding into an enemy.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When a treasure chest is opened* | | and particle effects   |  | | --- | | *When the chest is opened* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Enemies will move faster and there will be more of them* | | making it   |  | | --- | | *More difficult to dodge them.* | |
|  | [*optional*] There will also be  An item to slow down the enemies | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *Too much time elapses* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Treasure Run* | will appear | | | and the game will end when   |  | | --- | | *The player reaches the end with all treasures collected* | |

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| 6 **Other Features** |  | The player will be able to jump. |

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# Project Timeline

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| Milestone | Description | Due |
| **#1** | |  | | --- | | *Get player movement and jumping correct* | | |  | | --- | | *10/4* | |
| **#2** | |  | | --- | | *Design level with treasure chests and enemies* | | |  | | --- | | *10/18* | |
| **#3** | |  | | --- | | *Get audio cues working correctly* | | |  | | --- | | *10/25* | |
| **#4** | |  | | --- | | * *Work on enemy speed and environment mechanics* | | |  | | --- | | *11/1* | |
| **#5** | |  | | --- | | * *Work on UI and score* | | |  | | --- | | *11/8* | |
| **Backlog** | |  | | --- | | * *Get item to slow down enemies* * *Add switches to close doors to block enemy movement* * *Background music* * *Add animations and improve interactions when opening the treasure chests* | | |  | | --- | | *11/15* | |

# Project Sketch

Sound effect when player collides with enemy

Sound effect and particles when chest is opened

-Score goes down over time

-Background music

-enemies can slow down with item

-Title screen

Enemies get faster and increase in number over time and have different shapes to dodge

Colliding with enemies gives a game over

Player can jump, move in 4 directions

Collect all 3 treasures and get to the exit to win.

Player