| **Project Design Document** | | *04/15/2022*  Kaitlyn Kinsey | | --- | |
| --- | --- | --- |

| **Project Concept** | | | |
| --- | --- | --- | --- |
| **1** **Player Control** |  | You control a   | *2D Sprite Square* | | --- | | in this   | *2D Platformer* | game | | --- | --- | |
|  | where   | *Space , A, D* | | --- | | makes the player   | *Jump and move left and right* | | --- | |

| **2** **Basic**  **Gameplay** |  | During the game,   | *Evil Hexagons* | appear | | --- | --- | | from   | *Certain platforms* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | and the goal of the game is to   | *Make it to the end of dangerous parkour and beat the final boss* | | --- | | |

| **3** **Sound**  **& Effects** |  | There will be sound effects   | *When you jump* | | | --- | --- | | and particle effects   | *Enemy fades out of existence* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *Epic background music* | | | --- | --- | | |

| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   | *There will be spikes* | | | --- | --- | | making it   | *Harder to avoid death* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *A key to find in order to open the boss door* | | | --- | --- | | |

| **5** **User**  **Interface** |  | The   | *Health Bar* | | --- | | will   | *decrease* | | --- | | whenever   | *You get hit by enemies* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | At the start of the game, the title   | *Attack of the Hexagons* | will appear | | --- | --- | | | and the game will end when   | *You defeat the evil boss* | | | --- | --- | |

| **6** **Other Features** |  | | *Will teleport you back to beginning if you touch spikes or fall off platforms. Jump on the button to destroy the floor.* | | | --- | --- | | |
| --- | --- | --- | --- | --- | --- |

# **Project Timeline**

| **Milestone** | **Description** | **Due** |
| --- | --- | --- |
| **#1** | | *Create Player Controller Script* | | --- | | | *04/15* | | --- | |
| **#2** | | *Build obstacle course* | | --- | | | *04/16* | | --- | |
| **#3** | | *Make basic enemy scripts* | | --- | | | *04/18* | | --- | |
| **#4** | | *Make boss enemy script* | | --- | | | *04/20* | | --- | |
| **#5** | | *Make player attack script (Jumping on enemies heads Mario style)* | | --- | | | *04/23* | | --- | |
| **Backlog** | | *Create key and door script as well as spikes* | | --- | | | *04/25* | | --- | |

# **Project Sketch**

