

Project Design Document

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Project Concept

1

Player Control

You control a

Character

in this

Back View

game

where

Arrow Keys and Spacebar

makes the player

Moves around the screen in all directions and to jump over the obstacles.

2

Basic Gameplay

During the game,

Obstacles

appear

from

Front of the character, the camera is placed in the back view of character

and the goal of the game is to

Avoid crashing into the obstacles

3

Sound & Effects

There will be sound effects

When the character bumps or crashes into obstacles

and particle effects

When the character crash or bump into obstacles

[optional] There will also be

4

Gameplay Mechanics

As the game progresses,

Waves of obstacles appear randomly

making it

More difficult to survive without bumping into obstacles

[optional] There will also be

5

User Interface

The

Score

will

Increase

whenever

The character escapes from the obstacles

At the start of the game, the title

Run to Save your Life

will appear

and the game will end when

The character bumps into an obstacle

6

**Other
Features***Ability to Restart the game.*

Project Timeline

Milestone	Description	Due
#1	- Project/ Camera setup with all primitive objects for all gameplay objects	04/08
#2	- Making Player move in all directions and jump	04/15
#3	- Obstacles randomly spawning - When player collides, the game gets completed	04/22
#4	- Gameover Mechanism added	04/29
#5	- Particle and sound effects implemented	05/06
Backlog	- Scoreboard added which display the score of the player	05/13

Project Sketch

Different Obstacle types - Crates, Rocks, Barrel and Barriers



Player moves towards the
objects



Player

