## **Project Design Document**

## **Project Concept**

You control a		in this	5		7
Capsule		Third	Third person		
where		make	akes the player		
Arrowskeys		Move	Move left and right		
During the ga	me,		from		
Obstacles		арр	pear The from	The front of the screen	
and the goal of the game is to					
Collect items like a coin or gem and avoid the obstacles					
There will be sound effects			and particle effects		
When you crash against the wall		When you crash against the wall			
[ontional] There will also be					
714/202468					
As the game progresses,		making it			
Speed increased when you collect coin or gem			Difficult to survive		
[optional] There will also be					
The	will		whenever		
score	increase		You collect coin or gem		
At the start of the game, the title		tle	and the game will end when		
		appear	You hit the obs	tacle	
	Capsule  where  Arrowskeys  During the ga Obstacles  and the goal of Collect items  There will be When you cro  [optional] The Maybe backg  As the game or gem  [optional] The Speed increasor gem  [optional] The  "You say run" and slogan of company and	Capsule  where  Arrowskeys  During the game,  Obstacles  and the goal of the game is to  Collect items like a coin or gem  There will be sound effects  When you crash against the wo  [optional] There will also be  Maybe background music  As the game progresses,  Speed increased when you colle or gem  [optional] There will also be  The will also be  increase  At the start of the game, the titely also be game, the titely also be game.	Capsule  Where  During the game,  Obstacles  and the goal of the game is to  Collect items like a coin or gem and avoid  There will be sound effects  When you crash against the wall  [optional] There will also be  Maybe background music  As the game progresses,  Speed increased when you collect coin or gem  [optional] There will also be  The will also be  The will also be  The will also be  The will also be	Capsule       Third person         where       makes the player         Arrowskeys       Move left and right         During the game,       from         Obstacles       appear         and the goal of the game is to       Collect items like a coin or gem and avoid the obstacles         There will be sound effects       and particle effects         When you crash against the wall       When you crash against the wall         [optional] There will also be       Difficult to sure as a sure and avoid the obstacles     The will also be  At the start of the game, the title  "You say run" and logo and slogan of the company and the name       You hit the obstacles	Capsule  where  Arrowskeys  During the game, Obstacles  and the goal of the game is to  Collect items like a coin or gem and avoid the obstacles  There will be sound effects When you crash against the wall  [optional] There will also be Maybe background music  As the game progresses, Speed increased when you collect coin or gem  [optional] There will also be  Maybe background music  As the game progresses, Speed increased when you collect coin or gem  [optional] There will also be  At the start of the game, the title  "You say run" and logo and slogan of the company and the name  "You say run" and logo and slogan of the company and the name  where  The makes the player  Move left and right  When pour crash against the wall  When you crash against the wall  Difficult to survive  you collect coin or gem  and the game will end when  You hit the obstacle

You can restart the game

## **Project Timeline**

Milestone	Description	Due
#1	<ul><li>Project / Camera set up</li><li>Player can move left and right</li></ul>	04/20
#2	<ul><li>Object spawn randomly</li><li>Player collide with obstacle</li></ul>	04/21
#3	<ul> <li>Sound effect when the player collide with obstacle</li> <li>Particle effect when the player collide with obstacle</li> </ul>	04/23
#4	<ul><li>Point system</li><li>Speed increased if you pick up a coin or gem</li></ul>	04/26
#5	- UI title - UI game over	04/28
Backlog	<ul> <li>Feature on backlog - not a part of the minimum viable product</li> <li>Feature on backlog - not a part of the minimum viable product</li> <li>Feature on backlog - not a part of the minimum viable product</li> </ul>	mm/dd

## **Project Sketch**

