

Project Design Document

19-4-2021
Stefan

Project Concept

1

Player Control

You control a

Capsule

in this

Third person

game

where

Arrowskeys

makes the player

Move left and right

2

Basic Gameplay

During the game,

Obstacles

appear

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

3

Sound & Effects

There will be sound effects

When you crash against the wall

and particle effects

When you crash against the wall

[optional] There will also be

Maybe background music

4

Gameplay Mechanics

As the game progresses,

Speed increased when you collect coin or gem

making it

Difficult to survive

[optional] There will also be

5

User Interface

The

score

will

increase

whenever

You collect coin or gem

At the start of the game, the title

"You say run" and logo and slogan of the company and the name of the company

will appear

and the game will end when

You hit the obstacle

6

Other
Features

You can restart the game

Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none">- Project / Camera set up- Player can move left and right	04/20
#2	<ul style="list-style-type: none">- Object spawn randomly- Player collide with obstacle	04/21
#3	<ul style="list-style-type: none">- Sound effect when the player collide with obstacle- Particle effect when the player collide with obstacle	04/23
#4	<ul style="list-style-type: none">- Point system- Speed increased if you pick up a coin or gem	04/26
#5	<ul style="list-style-type: none">- UI title- UI game over	04/28
Backlog	<ul style="list-style-type: none">- Feature on backlog - not a part of the minimum viable product- Feature on backlog - not a part of the minimum viable product- Feature on backlog - not a part of the minimum viable product	mm/dd

Project Sketch

