# 3D programming : Project Design document

**Student names**:

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**Title application**:

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**Pitch**:

The goal for users is to: (*learn, play, experience, ..*)

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This we be (*impactful, educational, memorable, fun, other,..*)

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**Basics**:

The application will take place in : (*describe your world*)

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And the user will get around the scenes with: (*describe your movement and play possibilities (how to grab, shoot, …*)

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The user will be able to grab ( *+ reason why*):

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| * . * . * . |

Describe you audio (*background sound, audio feedback when, 3D sound )*

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Describe what you see and what you can do with your main menu:

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Other features you want to describe:

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**Sketch** (a basic sketch per scene):

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**Timeline**:

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| --- | --- | --- | --- |
|  | Milestone | Date | Who |
| 1 |  |  |  |
| 2 |  |  |  |
| 3 |  |  |  |
| 4 |  |  |  |
| 5 |  |  |  |