Project Design Document

06/10/2020
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Project Concept

1

Player Control

You control a

Player

in this

Top down

game

where

Arrow keys

makes the player

Jump on tiles

2

Basic Gameplay

During the game,

Dragons emitting fire

appear

from

Different parts of the screen

and the goal of the game is to

Save yourself from dragon fire and reach the exit door marked on the screen

3

Sound & Effects

There will be sound effects

when jumps are made from tile to tile, dragons emit fire, when a player is hit by fire or when a player collects a heart

and special effects

when the player's health reaches zero (player dies, and game is over) or when a player makes an exit through the exit door and clears a level

4

Gameplay Mechanics

As the game progresses,

Dragons throw fire

making it

Difficult for the player to jump from tile to tile

[*optional*] There will also be

hearts that appear during the game that will help in increasing the player's health

5

User Interface

The

player health

will

decrease

whenever

player is hit by dragon fire

At the start of the game, the title

Cross the exit door

will appear

and the game will end when

The player crosses the exit door, or his health reaches zero and he dies

6

Other Features

There will be hearts available on the screen which can be collected by the player to Increase his health

Project Timeline

Milestone	Description	Due
#1	- *Create player, steps, hearts and exit door*	*06/15*
#2	- *Move player and make him jump freely on tiles and collect hearts*	*06/16*
#3	- *Spawn dragons and make them emit fire towards player*	*06/17*
#4	- *Decrease player health If hit by dragon fire, increase if heart collected*	*06/18*
#5	- *Create minimum essential levels for the game*	*06/25*
Backlog	- *Create additional levels with Increasing difficulty for the game*	*06/30*

Project Sketch