|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *mm/dd/yyyy*  Student Name | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Gun* | | in this   |  |  | | --- | --- | | *Top down* | game | |
|  | where   |  | | --- | | *Mouse click* | | makes the player   |  | | --- | | *Destroy the balls* | |

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| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Balls* | appear | | from   |  | | --- | | *Top of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Destroy all the balls by clicking on them before the balls drop into the box* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *when balls destroyed* | | and particle effects   |  | | --- | | *when balls destroyed* | |
|  | [*optional*] There will also be   |  | | --- | | *Different sounds & effects If good balls are destroyed* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Number & speed of balls will increase after each round when all balls are destroyed or reached the box* | | making it   |  | | --- | | *harder to win* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *lives* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *A ball drop into the box* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Balls Shooter* | will appear | | | and the game will end when   |  | | --- | | *lives reach 0* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Can choose different guns which has different shooting speed and area of damage.* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *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