|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *07/04/2020*  Saim Khan | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Ball* | | in this   |  |  | | --- | --- | | *Isometric* | game | |
|  | where   |  | | --- | | *WASD* | | *left click* | | *Space* | | makes the player   |  | | --- | | *Move* | | *Attacks* | | *Jumps (2x height of characters)* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemy balls* | appear | | from   |  | | --- | | *Edges of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Reach the farthest wave of enemies* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *when player fires* | | and particle effects   |  | | --- | | *smoke/sparks when enemy or player takes a hit* | |
|  |  | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Enemies have more health* | | *Force field towers protect enemy* | | making it   |  | | --- | | *Making it harder to defeat them* | |
|  | [*optional*] There will also be   |  | | --- | | *Enemies come in waves. Higher the wave number, the higher number of enemies* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *health bar* | | will   |  | | --- | | *Decrease* | | whenever   |  | | --- | | *A character is hit without a guard* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Endless Combat* | will appear | | | and the game will end when   |  | | --- | | *player runs out of HP* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | |  | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *primitives of player and enemies on map* | | |  | | --- | | *24th Sept* | |
| **#2** | |  | | --- | | * *Add Health to characters, add shooting mechanic that decreases health and log the health when hit* | | |  | | --- | | *1st Oct* | |
| **#3** | |  | | --- | | * *Add force field* | | |  | | --- | | *8th Oct* | |
| **#4** | |  | | --- | | * *Add waves* | | |  | | --- | | *15 Oct* | |
| **#5** | |  | | --- | | * *add title screen, add health bar* | | |  | | --- | | *22nd Oct* | |
| **#5** | |  | | --- | | * *Add effects and sound Testing* | | |  | | --- | | *29th Oct* | |
| **Backlog** | |  | | --- | |  | | |  | | --- | |  | |