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

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

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

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *when player or enemies strike another with/without guard* | | and particle effects   |  | | --- | | *Sparks when striking guarded*  *Red drops when striking without guard* | |
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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Enemies have more health* | | 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* | | |

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| 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* | |

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

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *primitives of player and enemies on map* | | |  | | --- | | *8th July* | |
| **#2** | |  | | --- | | * *Add Health to characters, add hitting mechanic that decreases health and log the health when hit* | | |  | | --- | | *15th July* | |
| **#3** | |  | | --- | | * *Add guarding, add spawning enemies randomly, add player and enemy models* | | |  | | --- | | *22nd July* | |
| **#4** | |  | | --- | | * *Add waves, add title screen, add health bars* | | |  | | --- | | *29th July* | |
| **#5** | |  | | --- | | * *Add effects and sound, Testing* | | |  | | --- | | *8th August* | |
| **Backlog** | |  | | --- | |  | | |  | | --- | |  | |

# Project Sketch