|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *13/05/2021*  Stanislav Stoyanov | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *mouse* | | in this   |  |  | | --- | --- | | *side view* | game | |
|  | where   |  | | --- | | *mouse clicks* | | makes the player   |  | | --- | | *destroy different objects.* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *crates and a bad item* | appear | | from   |  | | --- | | *the bottom of the screen flying upwards* | |
|  | and the goal of the game is to   |  | | --- | | *get a high score while not missing any of the crates.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *when you click a good or bad object* | | and particle effects   |  | | --- | | *small particle explosions when the objects break.* | |
|  | [*optional*] There will also be   |  | | --- | | *background music that we can add to our game.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *more and more objects spawn over time* | | making it   |  | | --- | | *difficult to track all of the objects we should be clicking.* | |
|  | [*optional*] There will also be   |  | | --- | | *different objects that spawn aside from the standard that can act as powerups and we can create a combo tracker for more clicks.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase & decrease* | | whenever   |  | | --- | | *the player clicks on a good or bad object.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Clicky Crates* | will appear | | | and the game will end when   |  | | --- | | *we miss one of the good objects.* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *We can restart the game and we can have the player set the difficulty.* | |

# 

# 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