

Project Design Document

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Project Concept

1 Player Control	You control a		in this	
	<div>Your mouse, Camera</div>	<div>top Down</div>	<div>game</div>	
	where		makes the player	
	<div>Mouse clicks/drag, WASD</div>	<div>Select pawns, spawns pawns, moves pawns, moves camera</div>		
2 Basic Gameplay	During the game,		from	
	<div>Enemy AI pawns</div>	<div>appear</div>	<div>All sides of the screen</div>	
	and the goal of the game is to			
	<div>Keep base alive</div>			
3 Sound & Effects	There will be sound effects		and particle effects	
	<div>- spawn pawn - pawns attacking? - background music</div>	<div>- pawn dies</div>		
	[optional] There will also be			
	<div>- pawn movement animation</div>			
4 Gameplay Mechanics	As the game progresses,		making it	
	<div>More enemy pawn will spawn</div>	<div>Harder to hold out</div>		
	[optional] There will also be			
	<div>- pawn cost to be able to spawn - pawn refund - object obstruction?</div>			
5 User Interface	The	will	whenever	
	<div>waves</div>	<div>increase</div>	<div>User click the start next wave button</div>	
	At the start of the game, the title		and the game will end when	
	<div>Wave Survivor</div>	<div>will appear</div>	<div>Player base is destroyed</div>	

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Other
Features

- Highscores (highest wave)
- Resource auto generate to buy pawns
- Resource gained from pawns defeating enemy pawns
- Sound settings?

Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none"> - Main Menu Screen - Primitive test scene - Pawns player controls - Pawns enemy controls - Pawns fighting, detection, movement 	04/13
#2	<ul style="list-style-type: none"> - Pawn Spawning - Player Base - Wave Control - Gameover 	04/16
#3	<ul style="list-style-type: none"> - UI (Lose screen, Main Menu touch up) - GameManager - UIManager 	04/17
#4	<ul style="list-style-type: none"> - Gameplay Scene - Replace primitive object 	04/18
#5	<ul style="list-style-type: none"> - Sound Effects - Particles - Animation 	04/19
Backlog	<ul style="list-style-type: none"> - Polish 	

Project Sketch

