Project Design Document

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Sydnie Corey

Project Concept

1

Player Control

You control a

spray bottle

in this

first person

game

where

the mouse

makes the player

Move in all directions and kill beetles

2

Basic Gameplay

During the game,

Different bugs

appear

from

All sides of the screen

and the goal of the game is to

Shoot as many beetles as you can

3

Sound & Effects

There will be sound effects

When you spray a beetle, and when you spray a different bug

and particle effects

When the spray bottle is "clicked"

[*optional*] There will also be

A small explosion when a beetle gets sprayed

4

Gameplay Mechanics

As the game progresses,

More bugs come in at a time

making it

More difficult to hit ONLY beetles

[*optional*] There will also be

hearts that appear to give you a life

5

User Interface

The

lives

will

decrease

whenever

You hit a bug that is NOT a beetle

At the start of the game, the title

"Beetle Blast"

will appear

and the game will end when

Run out of lives

6

Other Features

There will be a crosshair for where your cursor is located

Project Timeline

Milestone	Description	Due
#1	- *Add in all stationary primitive components and set camera*	*mm/dd*
#2	- *Allow player to move freely around the screen within the scene bounds*	*mm/dd*
#3	- *Bugs randomly spawn on all sides of the screen, except the bottom* - *When you shoot a bug that is NOT a beetle, lose a life* - *When you shoot a beetle, an explosion animation is activated*	*mm/dd*
#4	- *Replace primitives with real 3D components*	*mm/dd*
#5	- *Add health leaves and a gameover sequence (not on UI yet)*	*mm/dd*
Backlog	- *A special colored leaf gives +2 extra lives* - *High Score board that allows you to input your initials and save scores*	*mm/dd*

Project Sketch