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| Project Design Document | |  | | --- | | *10/21/2023*  Ivan Ivko | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *2 sticks* | | in this   |  |  | | --- | --- | | *side view* | game | |
|  | where   |  | | --- | | *User rotates sticks* | | makes the player   |  | | --- | | *which are connected in one side each, and only can rotate up around this point, up to some angle. And after that they fall down to some angle according to gravitation* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Balls, one by one* | appear | | from   |  | | --- | | *Bottom* | |
|  | and the goal of the game is to   |  | | --- | | *hit this ball to make it crush into targets, gaining points, and don't let ball to fall down* | | |

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| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *No* | | and particle effects   |  | | --- | | *No* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Targets will rotate, and bounce ball* | | making it   |  | | --- | | *harder to control ball's movement* | |
|  | [*optional*] There will also be   |  | | --- | | *Targets with different size, form and color. color of target means it's bounciness, how hard it pushes ball back* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Score and number of balls you have* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *Score will increase when ball hit targets, and balls left will decrees, if ball fall down* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *-* | will appear | | | and the game will end when   |  | | --- | | *Text game over and button to restart the game* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Between ball spawn It will be small pause*  *Also all this is happening in 3d, so ball can jump not only to the left right top and down, but also to and from the player* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *All* | | |  | | --- | | *10/21* | |
| **#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** | |  | | --- | | *Start menu, options, difficulty* | | |  | | --- | | *10/30* | |

# Project Sketch

