

Project Design Document

mm/dd/yyyy
Student Name

Project Concept

1 Player Control

You control a

Kitsune

in this

Side View Platformer

game

where

WASD Keypad

makes the player

Can move the player

2 Basic Gameplay

During the game,

monsters

appear

from

Outside the screen

and the goal of the game is to

Make it to the end of the level and defeat the boss.

3 Sound & Effects

There will be sound effects

Bacground music (still indev)

and particle effects

Stylized particle effects

[optional] There will also be

Different buffs/debuffs based on the enemy and the weapon used

4 Gameplay Mechanics

As the game progresses,

The player can level up using chakra

making it

More powerful.

[optional] There will also be

Different weapons available based on the dungeon and PC level.

5 User Interface

The

health

will

decrease

whenever

The player touches an enemy/projectile

At the start of the game, the title

Gray Force

will appear

and the game will end when

The player defeats Lord Azharim (FB)

6 Other Features

Enemies drop chakra, which is how the player levels up. More powerful weapons and powers are unlocked by levels. When the player dies, they lose chakra, but not levels. The max level is 19, with levels 20-25 being accessable after defeating Lord Azharim, the final boss (FB).

Project Timeline

Milestone	Description	Due
#1	- Start screen, tutorial level	7/16
#2	- First boss fight, level 2, proprietary sprites.	7/30
#3	- Later levels, chakra, level & other weapons.	8/13
#4	- Final boss, music contractor.	8/27
#5	- Release, post game.	9/24
Backlog	<ul style="list-style-type: none">- Post game bosses, boss rush, events.- Mac, Linux port (Windows, IOS & Android already released)- Revenge mode (post-game difficulty mode)	mm/dd

Project Sketch

