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| Project Design Document | |  | | --- | | *10/27/2020*  Christopher Wilkinson | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Little Man with Jetpack* | | in this   |  |  | | --- | --- | | *Side View* | game | |
|  | where   |  | | --- | | *Tapping or Clicking* | | makes the player   |  | | --- | | *Propels the player upward* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Gold Coins* | appear | | from   |  | | --- | | *Right side of screen* | |
|  | and the goal of the game is to   |  | | --- | | *Last as long as you can* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When hitting coins*  *When going up*  *Maybe Background Music* | | and particle effects   |  | | --- | | *Coming out of jetpack* | |
|  | [*optional*] There will also be   |  | | --- | | *Flashing lights and obstacles* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The speed gradually gets faster* | | making it   |  | | --- | | *More difficult not to die* | |
|  | [*optional*] There will also be   |  | | --- | | *Different Obstacles* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Coins and Distance* | | will   |  | | --- | | *Increase* | | whenever   |  | | --- | | *Player does not die and collects coins* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Jetpack Joyride Fanart Educational Game* | will appear | | | and the game will end when   |  | | --- | | *Hitting an obstacle* | |

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| 6 **Other Features** |  | |  | | --- | | *I am basically just copying Jetpack Joyride just as a beginner educational learning project.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Player is created and tap function is implemented* | | |  | | --- | | *Week 1* | |
| **#2** | |  | | --- | | * *Generation of coins* | | |  | | --- | | *Week 2* | |
| **#3** | |  | | --- | | * *Jetpack particle system* | | |  | | --- | | *Week 3* | |
| **#4** | |  | | --- | | * *Score for coins and distance is increased with code* | | |  | | --- | | *Week 4* | |
| **#5** | |  | | --- | | * *Polished* | | |  | | --- | | *Week 5* | |
| **Backlog** | |  | | --- | | * *Good graphics and different Areas or Scenes.* | | |  | | --- | | *Week 5* | |

# Project Sketch