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| --- | --- | --- |
| Project Design Document | |  | | --- | | *17/09/2020*  T.B.H | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Wizard* | | in this   |  |  | | --- | --- | | *Top down* | game | |
|  | where   |  | | --- | | *WASD/Arrows/Mouse* | | makes the player   |  | | --- | | *Move and shoot spells.* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemies* | appear | | from   |  | | --- | | *Edges of the screen, in waves.* | |
|  | and the goal of the game is to   |  | | --- | | *Survive/kill as many enemies as possible.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When firing/hitting with spells* | | and particle effects   |  | | --- | | *Firing/hitting with spells* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music. Footsteps of player/enemies.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More enemies* | | making it   |  | | --- | | *Harder to survive* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *Increase* | | whenever   |  | | --- | | *Enemy dies/wave passed* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Of game* | will appear | | | and the game will end when   |  | | --- | | *Player hit by 3 enemies.* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Pause menu (Continue, Restart, Quit)* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#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** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

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# Project Sketch

Enemies enter

Enemies enter

Spells

Enemies

Player

Screen

Obstacles