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| Project Design Document | |  | | --- | | *30/03/2024*  Alexander Thompson | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Wizard* | | in this   |  |  | | --- | --- | | *Top Down* | game | |
|  | where   |  | | --- | | *Arrow keys/WASD* | | makes the player   |  | | --- | | *Move around the game world* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Monsters and power-ups* | appear | | from   |  | | --- | | *Outside the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Kill monsters and survive until timer runs out* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When player casts spell, hits monster,*  *and collects power-up* | | and particle effects   |  | | --- | | *When player casts spell, hits monster*  *and collects power up* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Enemies spawn increasingly over time* | | making it   |  | | --- | | *Difficult to reach end of timer* | |
|  | [*optional*] There will also be   |  | | --- | | *Mini-boss enemies appear at pre-determined timestamps* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Timer/health* | | will   |  | | --- | | *Decrease/decrease* | | whenever   |  | | --- | | *Time passes/player gets hit* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Merlin’s Last Stand* | will appear | | | and the game will end when   |  | | --- | | *Timer runs out/player’s health reaches 0* | |

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| 6 **Other Features** |  | |  | | --- | | *There will be a pause screen* | |

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# Project Timeline

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| --- | --- | --- |
| 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* | |

# Project Sketch