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

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Person* | | in this   |  |  | | --- | --- | | *Side-scroller turn-based* | game | |
|  | where   |  | | --- | | *Arrow keys/WASD* | | makes the player   |  | | --- | | *Move around the game world* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Enemies* | appear | | from   |  | | --- | | *As player moves around level* | |
|  | and the goal of the game is to   |  | | --- | | *Defeat all the enemies without losing* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *On player/enemy actions* | | and particle effects   |  | | --- | | *On player/enemy actions* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music* | | |

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| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Stronger enemies appear* | | making it   |  | | --- | | *Difficult to reach the final boss* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Player & Enemy Health/Score* | | will   |  | | --- | | *Decrease/Increase* | | whenever   |  | | --- | | *Attacking opponent/Player defeats an enemy* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Dungeon’s Bane* | will appear | | | and the game will end when   |  | | --- | | *Player’s health reaches zero* | |

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| 6 **Other Features** |  | |  | | --- | |  | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Project and camera set up with primitive objects for gameplay objects* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Player can move in required directions and cannot leave play area* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Enemy spawning setup* * *When player collides with enemy, turn-based fight starts* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *During fights, player has options presented to them – attack, block, run* * *Player/enemy health and score variables setup* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Level environment fleshed out – e.g. obstacles to jump over and enemy placement* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Player is able to block during an enemy attack – reduced damage from attack* * *Player can pre-emptively attack an enemy to deal some damage before fight starts* | | |  | | --- | | *mm/dd* | |

# Project Sketch

Outside Combat

Enemy

Player

Obstacle to avoid

Background Scroll

Score

Player Health

Inside Combat

Enemy

Player

Player Turn Options

Player Health

Enemy Health