

Project Design Document

13.11.2021
"Bitcoin Crush"
Dinara

Project Concept

1

Player Control

You control a

Picker

in this

casual

game

where

keyboard keys

makes the player

change position to catch a rolling object

2

Basic Gameplay

During the game,

bitcoins

appear

from

upper left, upper right, down left, down right

and the goal of the game is to

score as much as possible by hitting them by a picker

3

Sound & Effects

There will be sound effects

of colliding with a bitcoin or cookie, bitcoin falling on the ground

and particle

bitcoin crushing into mini coins (or any appropriate particle I find)

[optional] There will also be

background music

4

Gameplay Mechanics

As the game progresses,

bitcoins are rolling down the platforms with increasing speed and frequency

making it

hard to catch them

[optional] There will also be

cookies with hearts that give you extra lives (3 total)

5

User Interface

The

score/lives

will

increase/decrease

whenever

player catches a bitcoin / misses

At the start of the game, the title

"Bitcoin Crush"

will appear

and the game will end when

no lives left

6

Other
Features

- a commission is added to your score that will grow on every level
- platforms don't simply appear on the screen, but they roll out from sides

Project Timeline

Milestone	Description	Due
#1	- Create a playable prototype where the scene is set, bitcoins/cookies are rolling down and get destroyed by picker or by hitting the ground	20/11
#2	- Find assets for bitcoin, picker, cookie, platforms, background and apply them	25/11
#3	- Script scoring and lives control	30/12
#4	- Create UI	2/12
#5	- Search for sound effects and apply them	5/12
Backlog	- Find background music	13/12

Project Sketch

