

Project Design Document

01/20/2021

Avalyn

Project Concept

1

Player Control

You control a

pizza

in this

Side view

game

where

Using the left and right arrows

makes the player

Move the pizza left and right

2

Basic Gameplay

During the game,

ingredients

appear

from

top of screen

and the goal of the game is to

Put only the correct toppings on each pizza

3

Sound & Effects

There will be sound effects

A topping hits the pizza

and particle effects

[optional] There will also be

4

Gameplay Mechanics

As the game progresses,

Ingredients will fall from the sky at a quicker rate

making it

Harder to avoid the wrong ingredients

[optional] There will also be

More toppings required on each pizza

5

User Interface

The

Score

will

increase

whenever

With each pizza that is made correct

At the start of the game, the title

Title

will appear

and the game will end when

3 wrong pizzas have been made

6

Other Features

Any other notes about the project that you don't feel were addressed in the above.

Project Timeline

Milestone	Description	Due
#1	- Project/camera setup with all object as primitive gameplay objects	12/18
#2	- Player can move and not leave the gameplay area	12/25
#3	<ul style="list-style-type: none">- Objects randomly spawning from top of screen- When player collides with correct topping, it appears on pizza- When player collides with wrong topping, it appears on pizza but pizza flashes green	12/31
#4	- Primitive objects and background replaced real 3D assets	01/05
#5	- Health / Gameover mechanic programmed, but not added to UI - just confirmed with logs to console	01/10
Backlog	- Particle and sound effects implemented,	01/15

Project Sketch

