

# Project Design Document

Thịnh

## Project Concept

### 1 Player Control

You control a

*Ball*

in this

*Third-person perspective*

game

where

*Navigation keys*

makes the player

*make the ball roll*

### 2 Basic Gameplay

During the game,

*try out different routes and use  
their memory to find the optimal  
way to reach their destination*

and the goal of the game is to

*reach the destination*

### 3 Sound & Effects

There will be sound effects

*-background music  
-touch the obstacle*

### 4 Gameplay Mechanics

As the game progresses,

*Timing-based gameplay*

[optional] There will also be

*Choose the difficulty level*

### 5 User Interface

The

*-Time left*

will

*countdown*

At the start of the game, the title

*Button choose the  
difficult level*

will appear

and the game will end when

*-reach the destination  
-Time =0;*

