|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *01/02/2021*  Sneha | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *keyboard* | | in this   |  |  | | --- | --- | | *Text based game* | game | |
|  | where   |  | | --- | | *User enters words* | | makes the player   |  | | --- | | *Type them in the enter box* | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *First letters* | appear | | from   |  |  | | --- | --- | | *The text box* | | |
|  | and the goal of the game is to   |  | | --- | | *Writes as many words as possible* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  |  | | --- | --- | | *When user enters characters* | | | and particle effects   |  |  | | --- | --- | | *(maybe) when the time limit is over* | | |
|  | [*optional*] There will also be   |  |  | | --- | --- | | *Background music* | | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  |  | | --- | --- | | *Timer will decrease* | | | making it   |  |  | | --- | --- | | *The game end* | | |
|  | [*optional*] There will also be   |  |  | | --- | --- | | *List of words user entered with definitions at the end of the game* | | | |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *timer* | | will   |  | | --- | | *decrease* | | whenever   |  |  | | --- | --- | |  | | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Vocab booster* | will appear | | | and the game will end when   |  |  | | --- | --- | | *When the timer ends* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 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** | |  | | --- | | * *Words lists loaded* | | |  | | --- | | *01/05* | |
| **#2** | |  | | --- | | * *Interface designed* | | |  | | --- | | *01/07* | |
| **#3** | |  | | --- | | * *User input and checking complete* | | |  | | --- | | *01/10* | |
| **#4** | |  | | --- | | * *Adding timer* | | |  | | --- | | *01/15* | |
| **#5** | |  | | --- | | * *Making end cards and opening scene* | | |  | | --- | | *01/25* | |
| **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

