

# Project Design Document

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## Project Concept

1

### Player Control

You control a

*Sphere(ball)*

in this

*side view*

game

where

*Touch and drag*

makes the player

*Player(ball) hitting the block objects*

2

### Basic Game play

During the game,

*Ball, table, blocks*

appear

from

*Side view of the screen*

and the goal of the game is to

*Player targeting to hit the blocks*

3

### Sound & Effects

There will be sound effects

*Throwing the ball, on hitting the blocks,  
Win and loose*

and particle effects

*Trail effects for the ball and when ball collides with blocks*

[optional] There will also be

*Animation for the UI elements*

4

### Game play Mechanics

As the game progresses,

*Player is targeted to pull the ball and release it to target the bottles present*

making it

*making bottles to fall on the ground.*

[optional] There will also be

*nothing*

<div>5</div> <div>User Interface</div>	The	will	whenever
	3 Chances	decrease	Ball is used to hit
	At the start of the game, the title	and the game will end when	
	Hit It	will appear	Player hits all the blocks within the given chances

<div>6</div> <div>Other Features</div>	
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# Project Timeline

Milestone	Description	Due
#1	- Collecting references and planning	12/24
#2	- Working on core logics	12/25
#3	- Making prototype	12/25
#4	- Making 2d art assets and replacing the newly made assets	12/26
#5	- Testing and submitting	12/27

**Project Sketch**

