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| Project Design Document | |  | | --- | | *08/06/2023*  Utkarsh Gupta | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Capsule* | | in this   |  |  | | --- | --- | | *platform* | game | |
|  | where   |  | | --- | | *Arrow keys and space key* | | makes the player   |  | | --- | | *Move and jump.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Some moving or stationary obstacles* | appear | | Above   |  | | --- | | *the platform.* | |
|  | and the goal of the game is to   |  | | --- | | *Collect all the tokens.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *like game sound, jump sound, death notification, token collection* | | and particle effects   |  | | --- | | *like elimination causes a bombing sound* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *you encounter with more moving obstacles which include platforms too* | | making it   |  | | --- | | *Difficult but fascinating for the player at the same time* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *score* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *you collect a token.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *level 1 on top right corner* | will appear | | | and the game will end when   |  | | --- | | *you reach the red wall of level 2.* | |

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| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Date: |
| **#1** | |  | | --- | | * *platform making* | | |  | | --- | | *04/06* | |
| **#2** | |  | | --- | | * *scripting for movement of the capsule* | | |  | | --- | | *05/06* | |
| **#3** | |  | | --- | | * *scripting for movable obstacles* | | |  | | --- | | *05/06* | |
| **#4** | |  | | --- | | * *adding sound and other effects* | | |  | | --- | | *07/06* | |
| **#5** | |  | | --- | | * *scripting and features tuning to update the token collection count , and final touch, finished* | | |  | | --- | | *08/06* | |

# Project Sketch

