

Project Design Document

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Project Concept

1

Player Control

You control a

Player Character

in this

Side view

game

where

Keyboard only input

makes the player

Move left, right, jump, and shoot

2

Basic Gameplay

During the game,

Enemies, pickups

appear

from

The platforms

and the goal of the game is to

Reach the finish line, collect all the gemstones

3

Sound & Effects

There will be sound effects

Jump sound effect, coin sound effect, enemy hit, door unlock sound effect

and particle effects

description of particle effects

[optional] There will also be

description of any other expected special effects or animation in the project.

4

Gameplay Mechanics

As the game progresses,

The Enemies become tougher and the levels more difficult

making it

Harder to pass the level

[optional] There will also be

Small puzzles in order to move forward with the game

5

User Interface

The

score

will

increase

whenever

The player picks up coins

At the start of the game, the title

The Moonstone

will appear

and the game will end when

You reach the end of the game with all the gems

6

**Other
Features**

The player will be able to shoot projectiles at the enemies in order to collect the moonstones, once the player collects them all, the player will move on to the next level.

Things I would like to add:

Health Pickup

Moving laser/traps

Power ups

Project Timeline

Milestone	Description	Due
#1	Health bar, Loot, and score manager	04/04
#2	Player Movement, Enemy Movement AI	04/18
#3	Main Menu and Sounds	04/27
#4	Player Combat and shooting mechanic, Enemy attack AI	04/28
#5	Level Design Complete	04/29
Backlog	<i>Things I would like to add:</i> <i>Health Pickup</i> <i>Moving laser/traps</i>	mm/dd

Project Sketch



Score: 000

