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| Project Design Document | |  | | --- | | *12/5/2022*  *Vildan Cuturic* | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Monkey* | | in this   |  |  | | --- | --- | | *Third person* | game | |
|  | where   |  | | --- | | *Arrows/WSAD/Space* | | makes the player   |  | | --- | | *Move, jump, slide and interact with other objects in the game.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Bananas and animals* | appear | | On   |  | | --- | | *The running area* | |
|  | and the goal of the game is to   |  | | --- | | *Collect as much bananas as possible while avoiding animals.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When a banana Is picked up or an animal Is destroyed* | | and particle effects   |  | | --- | | *when the monkey Is defeated* | |
|  | [*optional*] There will also be   |  | | --- | | */* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More bananas and animals* | | making it   |  | | --- | | *harder to pick up bananas.* | |
|  | [*optional*] There will also be   |  | | --- | | */* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Score and health* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *player picks up banana or stumble in an animal he cannot defeat.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Banana party"* | will appear | | | and the game will end when   |  | | --- | | *The monkey is defeated.* | |

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| 6 **Other Features** |  | |  | | --- | | *- Monkey changes Into bigger monkey when score Is higher than X.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Making the endless road/path and environment.* | | |  | | --- | | *12/08* | |
| **#2** | |  | | --- | | * *Making a player, player controls.* | | |  | | --- | | *12/13* | |
| **#3** | |  | | --- | | * *Making User Interface.* | | |  | | --- | | *12/15* | |
| **#4** | |  | | --- | | * *Making AI to put the barricades, souls, angels.* | | |  | | --- | | *12/20* | |
| **#5** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |

**\*What could be better:**

* In practice, pros creating first functionality, without fancy assets. Just primitive objects (spheres, cubes, etc.)

# Project Sketch

Diagram

Description automatically generated