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| Project Design Document | |  | | --- | | *01/29/2025*  Wendell Oliveira | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *German Shepherd Soldier* | | in this   |  |  | | --- | --- | | *top Down* | game | |
|  | where   |  | | --- | | *Arrow keys , right and left mouse click* | | makes the player   |  | | --- | | *Move back, forward, left, and right with the arrows. Left mouse click shoot laser beams and the right mouse click uses the special ability which would be an explosion that looks like a fart which charges after you kill a certain amount of enemies* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Possessed Furniture* | appear | | from   |  | | --- | | *On top of the screen coming towards you* | |
|  | and the goal of the game is to   |  | | --- | | *The goal of the game is to destroy all the possessed furniture before it reaches you and kills you. Which progressively gets harder as new types of furniture appear with different movement patterns and in higher quantities* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When you hit a Possessed furniture with your laser beam which will be an explosion sound, a fart sounds when you use your special ability followed by a dog howl. When you die a high pitched "Husky Style" bark sounds. Also, there'll be a "power up" sound effect once your special ability Is charged and ready to use* | | and particle effects   |  | | --- | | *Explosion effects when the furniture is destroyed, green gas in the whole screen when the special ability is used followed by blurred screen for 1.5 seconds, dog explodes as it gets decapitated by an explosion as a furniture hit it. An electric short circuit effect around the bar that indicates when your superpower is charged when the superpower is charged* | |
|  | [*optional*] There will also be   |  | | --- | | *Music in the background, a dialogue with a short lore* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The game gets harder as the enemies come at you with more intricate patterns, faster speeds, and in higher quantities* | | making it   |  | | --- | | *Harder to progress, therefore making it more challenging as it goes* | |
|  | [*optional*] There will also be   |  | | --- | | *Bosses which are single enemies instead of a group of them. But they'll be much bigger , take more than one shot to kill , have more intricate ways of attacking you , and have weak spots where they'll take more damage.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Score / lives / special ability bar / difficulty* | | will   |  | | --- | | *Increase/ decrease to zero and kill you or not change / recharge / increase* | | whenever   |  | | --- | | *As you progress and kill enemies / You get hit by the enemies or play through without getting hit / As you kill enemies / As you progress through the game* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Start* | will appear | | | and the game will end when   |  | | --- | | *you run out of lives or reach the final boss* | |

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| 6 **Other Features** |  | |  | | --- | | *There'll be a key to pause the game and key to restart the game after getting killed* | |

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# Project Timeline

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| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **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